Terrain/Obstacle Effects

|  |  |  |
| --- | --- | --- |
| **Terrain Type** | **Effect** | **Avoidance** |
| Hole | Fall (Death) | Is\_fly |
| Cracked Bridge | Breaks on most weights > Fall (Death) | Is\_light, is\_fly |
| Water | Sink (Death) | Is\_fly, is\_float |
| Ice | Slow freeze: cold(1), colder(2), freeze(3, death)\*\* | Ice ability (is\_immune\_ice) |
| Lava | Burn (death). Sink(death) | Is\_immune\_fire + is\_float; OR is\_fly\*\* |
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| **Obstacle Type** | **Effect** | **Avoidance** |
| Gust of Wind | Push back | Is\_heavy, is\_superheavy |
| Water Blast | Push back, Kills Fire Slime | n/a |
| Fire | Burns (death) | Is\_immune\_fire |
| Small Gaps |  |  |
| Crushing Terrain | Crushed (death) | Rock ability (is\_immune\_crush) |
| Spike trap | Damage (death) | Is\_immune\_all |
| Enemy | Damage (death) | Enemy specific |

Detailed Explanations\*\*

Ice Terrain:

The first move onto ice terrain makes you start to freeze, but you can still move.  
 The second move onto ice terrain makes your freeze more, still can move.  
 The third move onto ice terrain freezes you solid (death).

Lava Terrain:

You enter lava and burn to death unless immune to fire damage.  
 If you are immune to fire damage, you then sink and die unless you float.  
 Flying negates both requirements

Variable Conditions List

|  |  |
| --- | --- |
| **WEIGHT** | **Alternatives** |
| Is\_light | Weight = 0 (Normale weight = 1) |
| Is\_heavy | Weight = 2 |
| Is\_superheavy | Weight = 5 |
| Is\_float |  |
| Is\_fly |  |
|  |  |
| **DAMAGE** |  |
| Is\_immune\_all |  |
| Is\_immune\_crush |  |
| Is\_immune\_fire |  |
| Is\_immune\_ice |  |
| Is\_immune\_ |  |
| Is\_weak\_water |  |
|  |  |
| **ABILITY** |  |
| Ability\_fire |  |
| Ability\_rock |  |
| Ability\_water |  |
| Ability\_bone |  |
| Ability\_wind |  |
| Ability\_ice |  |
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| **GENERAL** |  |
| Move\_enabled |  |
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Abilities (Slime)

Ability\_Rock [Tranform: Rock]

* Range: Self
* Effects:
  + Weight = heavy (3)
  + Move\_enabled = false
  + Is\_immune\_crush = true
  + is\_immune\_all = true (alternative)
  + Ability ends when activated again



Slime Form (Fire) [Constant State]

* Effects:
  + Is\_immune\_fire = true
  + Is\_weak\_water = true

Ability\_Fire [Projective: Fireball]

* Range: Projectile (10)
* Effects:
  + Straight line projectile
  + Destroyed on impact
  + Can ignite on impact



Slime Form (Water) [Constant State]

* Effects:
  + Is\_float = true

Ability\_Water [Projectile: Wave]

* Range: Projectile (1x3)
* Effects:
  + Extinguish flames
  + Push/Scatter light objects (loose debris, light blocks)



Slime Form (Ice) [Constant State]

* Effects:
  + Is\_float = true
* Note: Slime Form (Ice) is not immune to ice terrain by default

Ability\_Ice [Transform: Ice]

* Range: self
* Effects:
  + Is\_immune\_ice
  + Slides until wall collision or dangerous terrain
    - At wall collision -> transform ends



Slime Form (Bone) [Constant State]

* Effects:
  + TBD

Ability\_Bone [Projectile: Bone]

* Range: Projectile (20)
* Effects:
  + Bounces off angled surfaces up to 2 times
  + Destroyed on collision\*
    - \*Unless angled surface
  + Destroyed on 3rd collision guaranteed.



Slime Form (Wind) [Constant State]

* Effect:
  + Is\_fly
  + Weight = 1

Ability\_Wind (Gust)

* Range: Projectile (1)
* Effects:
  + Pushes objects [5 – (weight \*2)] blocks away
    - Pushes light objects (weight 1) 5 blocks away
    - Pushes heavy objects (weight 3) 1 block away



Abilities (Remnant)

Manfest\_Rock

* Effect: Increase the weight supported by an object by 2

Manifest\_Fire

* Melt a frozen object

Manifest\_Water

* Cleanse something corrupted

Manifest\_Ice

* Freezes an object/enemy in place

Manifest\_Bone

* Makes an object brittle

Manifest\_Wind

* Makes an object lighter