

Asset List

This is not a fully inclusive list yet and will need to be expanded and further elaborated on going further. Still, this is a general list to keep track of the direct scripting/asset needs that will be needed during development.

Character/NPC/Enemy Assets

Hellfire Drone

1. Harbor AI – The drone needs to move between a few set points firing when the player comes into sight. No health or stages.
2. Cinematic Version – For the various moments when the drone needs to do a set series of actions.
3. Boss Version – The drone needs the strafing and hovering mode as well as the health function and death animation
 - a. Rockets/Missiles: Simple projectiles that have collision for hitting the player and being shot by the player.
 - b. Auto Cannon/Machinegun fire

Enemy AI

1. Basic Enemy: Simple AI to move to bring player in view and range. Ranged attack and health.
2. Long Range Enemy: Targets and fires at player, doesn't need to move. Ranged attack and health.
3. Drone: AI to bring the player in range and target them. Ranged attack and health.

Visual/Cinematic/Scripting Assets

Allied Soldiers/Vehicles

1. Alliance Dropship: Interior, exterior, collision (Cinematic motion only)
2. Alliance Dropship Wreckage: Openable hatch, damage marks, collision.
3. Dead Alliance Soldier: Various posed positions or ragdoll placement. (Static during play)

Destructible/Interactable/Scripted Assets

1. Electrified Water and Transformer
 - a. Electrified mode
 - i. Causes damage to the player when in contact with the electrified water.
 - b. Normal mode
 - i. Able to be crossed without issue (normal water)
 - c. Transformer model
 - i. Intact and damaged models
 - d. Scripted behavior
 - i. Shooting the transformer causes damage, enough damage destroys it and stops it from electrocuting the water it's in contact with.

2. Red Pipes
 - a. Pipe model variants
 - b. Scripted behavior
 - i. Shooting the pipe causes flames to erupt from the impact point for a short period, damaging anyone caught in the fire.
3. Reactor Cooling Vent
 - a. Reactor Cooling Vent
 - b. Opening Hatch
 - c. Activation Console
 - d. Scripted behavior
4. Munition Loader
 - a. Loader model
 - b. Munition model
 - c. Animation (Carrying ammo upwards, loops)
 - d. Scripted behavior
5. Munition Cart
 - a. Cart model
 - b. Physics behavior
 - i. Cart should move when interacted with.
 - c. Scripted behavior
 - i. Damage will cause the cart to explode.
- ~~6. AAA Generator~~
 - ~~a. Generator model~~
 - ~~b. Scripted behavior~~
7. Utility Section Devices
 - a. Security Door model
 - b. Keycode/Keycard item
 - c. Fire suppression valve wheel
 - d. Scripted behavior (Security door)
 - e. Scripted behavior (Extinguish Fires)
 - f. Scripted behavior (Activate service elevator, open faster route back)
8. Service Elevator/Central Elevator
9. Reactor Silo Rotating Arm
 - a. Model
 - b. Scripted behavior and kills characters on contact