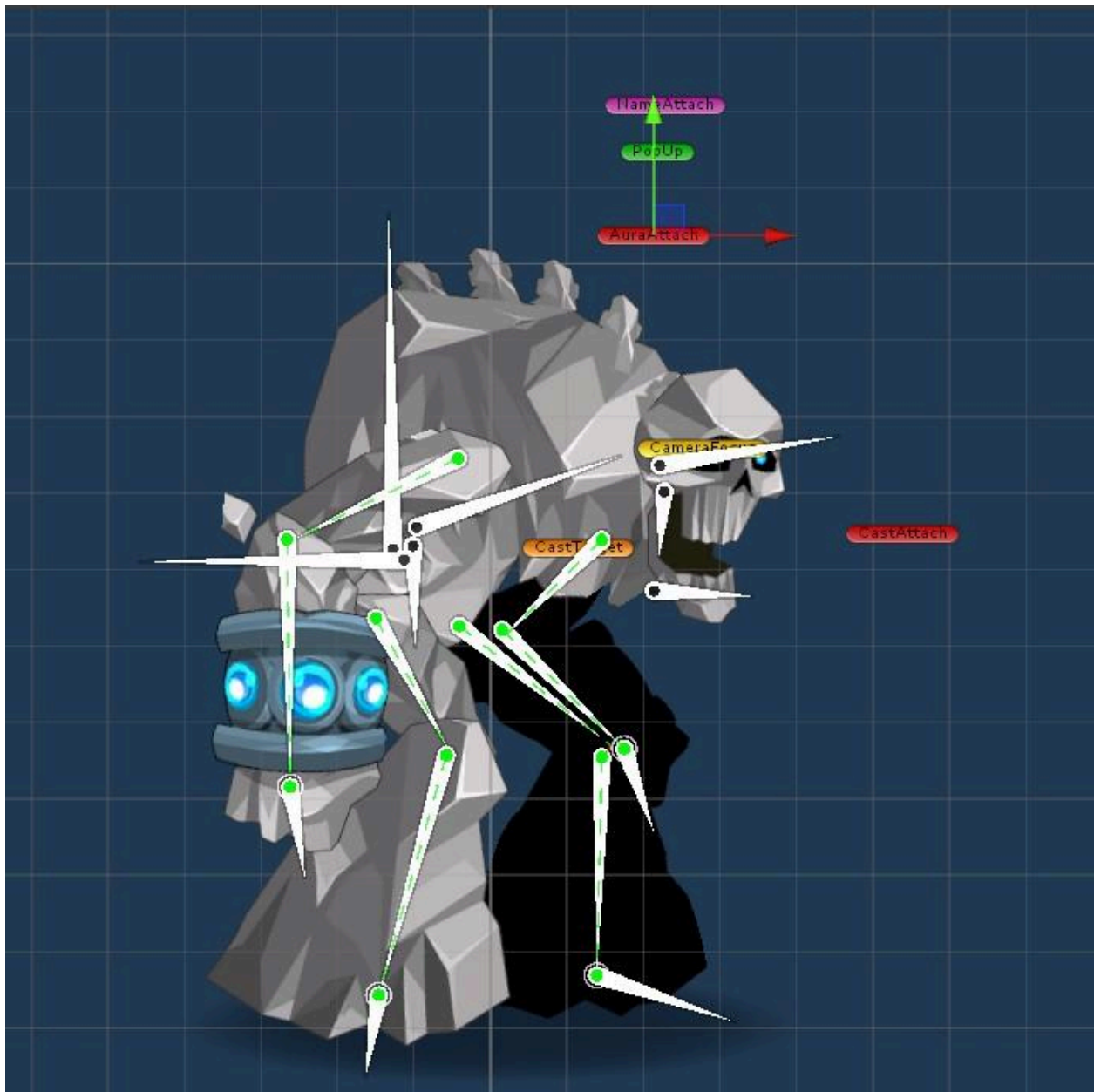


INFINTY - MONSTERS & NPCs UPDATE GUIDE

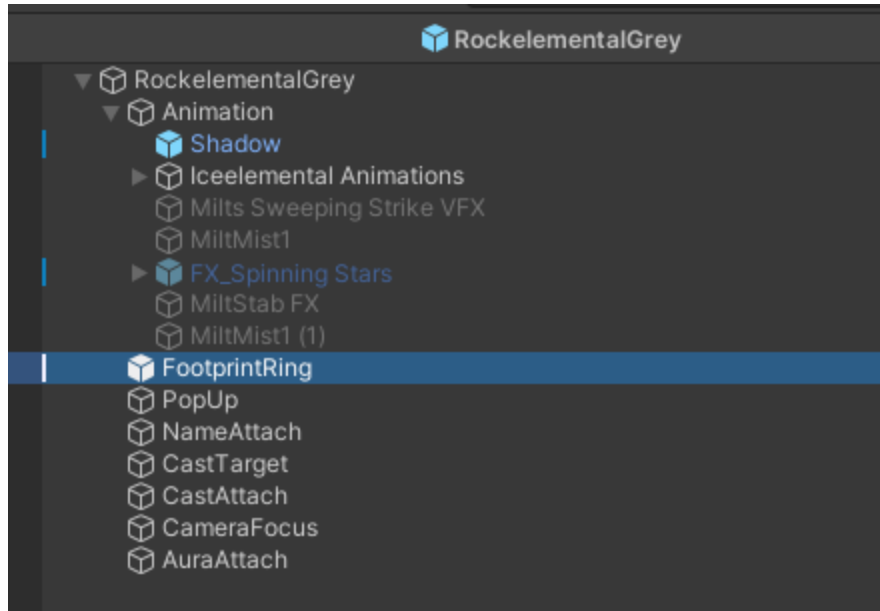
Well met team! We are updating every monster currently in Infinity. We used to use the shadow to determine where a monster is. But we need to animate the shadow. So we added a new thing called a FootprintRing-- a new gameobject which determines how much space a monster actually takes standing on the screen. If the game does not find one, it will fall back to looking for a shadow... but we are not entirely sure what things might break as a result. Time to find out.



MONSTERS & NPCS

All monsters & NPCs must be updated with this new structure. Monsters are hand animated and have unique shapes, sizes, and other features.

1. Add SortingGroup
 - a. Top level of monster. Only one
2. Check Box Collider 2D
 - a. This is the clickable area of the monster, make sure it goes head to toe.
3. Add FootprintRing
 - a. Make sure matches size of shadow
 - b. Must be at 0,0
 - c. Turn off sprite renderer.
4. Shadow
 - a. Initially matches size of footprint ring.
 - b. It is now animatable, and also color customizable.
 - c. Should be black by default.
5. CameraFocus
 - a. Center box on head, then stretch to determine how much of monsters head shows in the display box.
6. CastTarget
 - a. Place it on the monsters heart (Or maybe head for super big monsters). This is where fireballs will go.
7. Spot check the following
 - a. NameAttach (monster name is shown here)
 - b. Popup (Damage attaches here)
 - c. CastAttach (Monster projectiles, breath weapons, etc... launch from here)
 - d. AuraAttach (Buffs/Debuffs start here)
8. DELETE sizing charts & placeholder helpers
9. Save (and/or Apply all Overrides to Prefab.)
10. Build, & Upload
 - a. Double check asset bundle name and location
11. Post in Discord for testers to check and verify the monsters
12. Commit to Repository



MONSTER & NPC TESTING

How to test (*coughs* BREAK) monsters.

1. MONSTERS

a. First Glance

- i. Is the Idle good?
- ii. Is the name over its head properly?
- iii. Does it have a shadow?

b. Click on it once

- i. Does the red ring match the shadow?
- ii. Name and head look good in the name plate (upper left of screen)

c. Shoot it with a Fireball!

- i. Does projectile go to the right spot?
- ii. Are damage numbers showing up in the right spot?
- iii. Does monster charge you properly? (Unless it is ranged... then does it shoot back at you properly?)

d. Fight it a few times

- i. Good Attack animations?
- ii. Good Death animation?
- iii. Respawns?

e. Add issues to the list!

- i. Post any witnesses to the team in the tester feedback channel please!
Thank you :D