Eclipse of Fear - Datas

Player Data:

	Variable	Value	Notes
2	HP	100	
3	Max Walk Speed	350.0 cm/s	
4	Max Walk Speed Crouched	250.0 cm/s	
5	Sprinting Speed	437.5 cm/s	
6	Sprint Duration	6 sec	Continuous
7	Sprint Recharge Delay	4 sec	Before next full sprint
8	Interact Key	E	Tap for pickups, hold for save/place
9	Hold to Save Duration	5 sec	Break on movement/damage
10	Damage to the Boss	2.5	
11	Damage to the Wave 1 Minion	55	
12	Damage to the Wave 2 Minion	55	
13	Damage to the Wave 3 Minion	55	
14	Damage to the Wave 4 Minion	30	

Combat & Weapon:

	Variable	Value	Notes
2	Weapon Type	Pistol	Camera line trace
3	Fire Rate	0.35 sec/shot	Tunable
4	Reload Time	2.8 sec	Breaks on cancel
5	Magazine	5	Reload fills to max capacity of the magazine
6	Ammo Start	8	
7	Ammo Max	7	
8	Ammo Pickup Small	+2/+4, etc.... bullets	Common
9	Total Map Ammo	114 (51 Extra)	Spread across map

Camera Shake:

	Variable	Value
2	Root Shake Pattern:	Perlin noise camera shake pattern
3	Location:	
4	X:	Amplitude: 0.2, Frequency: 15
5	Y:	Amplitude: 0.2, Frequency: 20
6	Z:	Amplitude: 1, Frequency: 25

Keys & Doors:

	A	B	C
1	**Door**	**State**	**Unlock Method**
2	Director Desk (App 1)	Unlocked	Tutorial route
3	HOD Desk (App 2)	Locked	HOD Key in CSE Department
4	Director Desk (App 3)	Locked + Security	Director Key in AD Department

Boss AI Data:

	A	B
1	**Attribute**	**Value**
2	Max Walk Speed	400.0 cm/s
3	Sight Radius	2000
4	Sensing Interval	0.02
5	Base Damage to the Player	35
6	Peripheral Vision Angle	80
7	Waiting time after roaming	3 sec

Minion AI Data:

	A	B	C
1	**Attribute**	**Value**	**Notes**
2	Sight Radius **(All)**	4000	
3	Sensing Interval	0.05	
4	Minion Kill (Wave 1)	2 shots, Speed - 300cm/s, Damage to the player - 5	Balances threat
5	Minion Kill (Wave 2)	2 shots, Speed - 350cm/s, Damage to the player - 20	Balances threat
6	Minion Kill (Wave 3)	2 shots, Speed - 400cm/s, Damage to the player - 20	Balances threat
7	Minion Kill (Wave 4)	4 shots, Speed - 450cm/s, Damage to the player - 30	Balances threat

Inventory & Items:

	A	B	C
1	**Item**	**Spawn Count**	**Notes**
2	Flashlight	1	
3	Gun	1	
4	Leave Forms	3	
5	Ammo	Common	Spread over the map
6	Total Map First Aid	Restores HP	Total 13 First aids spread over the map
7	Keys	2 total	HOD Key, Director Key

Manual Save System:

Property	Data
Hold Time Threshold	5s

Fear Lockdowns (Didn't get time to implement this):

Stage	Duration	Minions Spawn	Hunter Buff	Special Effects
Lockdown 1	5 sec	2	None	Lights flicker
Lockdown 2	10 sec	4	Speed x1.5	Some doors seal
Lockdown 3	15 sec	6	Always knows last location	Global dark