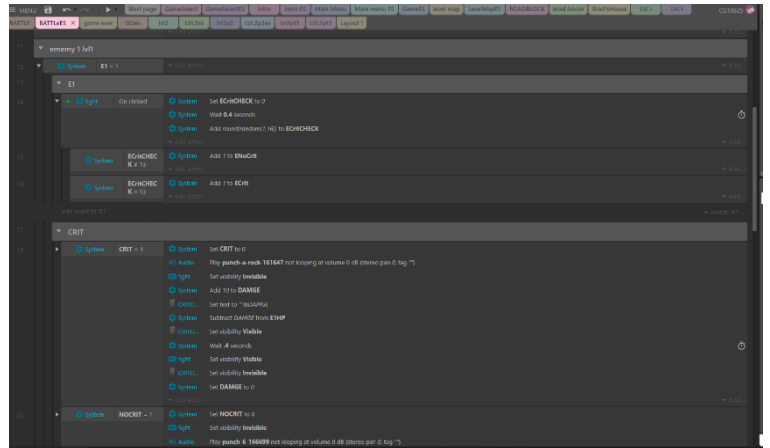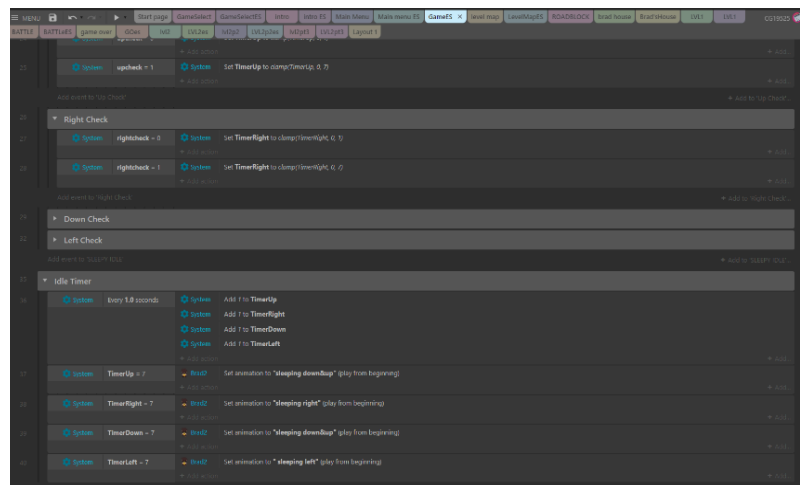Dinuba High school Operation Mayonnaise Anthony L. Carlos G.

This is the battle that happens between the enemy and the player. There is a crit damage and non crit damage where depending on the number you get at the start of your turn, determines if you crit or not and resets the number at the end of the enemy's turn.
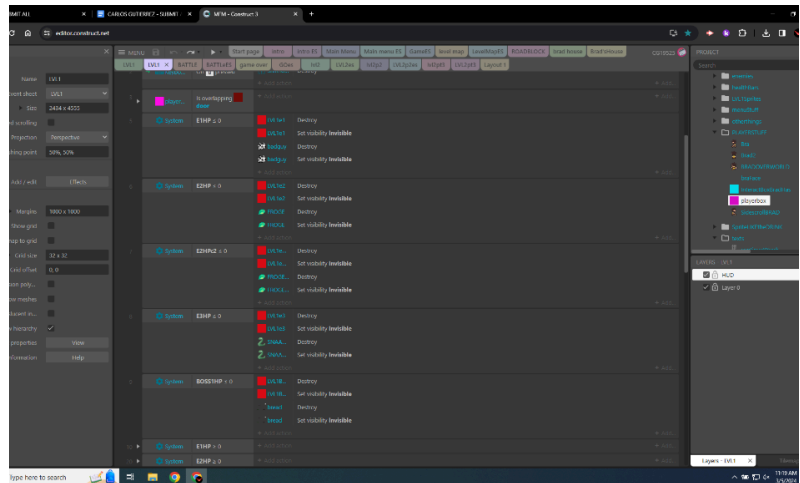

This is the Idle animation for the Idle animation. If you stand still for 7 seconds it will make the Main character go into a sleeping animation. Each direction has one.

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This is code for the enemies on lvl 1 that chase you when you get near them and stop if you are too far from them.

Each interaction you can do in level 1 of the game that activate if you get near a specific object and press space