# Combat System - Parry System

# Overview

During combat the enemy will attack the player with a random attack set and in that time frame players will press the parry button to avoid taking damage on a perfectly timed parry or mitigate damage on a partial parry.

# Goals

- Create satisfying feedback for the player while playing the game
- Create a sense of progression for the player when learning attack patterns

# Parrying

## Input for Parrying

- To parry, the player presses the "f," "j," or "space" key.

## Parry Types

Note: Godot uses seconds instead of frames

- Perfect Parry
  - The player parries the attack within 0.1 seconds of the attack connecting
- Solid Parry
  - The player parries the attack within 0.2 seconds of the attack connecting but outside 50 milliseconds of the attack connecting
- Unsteady Parry
  - The player parries the attack within 0.3 seconds of the attack connecting but outside 100 milliseconds of the attack connecting
- Missed Parry
  - The player parries the attack outside of 0.3 seconds of the attack connecting

# Art Notes

- The parry animation of the player character and the attack animation of the enemy character should connect at the swords at the time of a perfect parry.
- Animation for different parry types can be the same, can be differentiated by audio and vfx

# UI/UX/VFX Notes

- Need sparks vfx for when parry connects
- Need different effects for the different parry types

# Narrative Notes

- Player character is a pacifist, parry can't make aggressive counter action
- Historical european marital arts rapier style
- Inspired by renaissance italy era

# Audio Notes

- Perfect parry sfx
- Solid parry sfx
- Unsteady parry sfx
- Missed Parry sfx

# Tunables

- Parry windows
- Cooldown after parry