

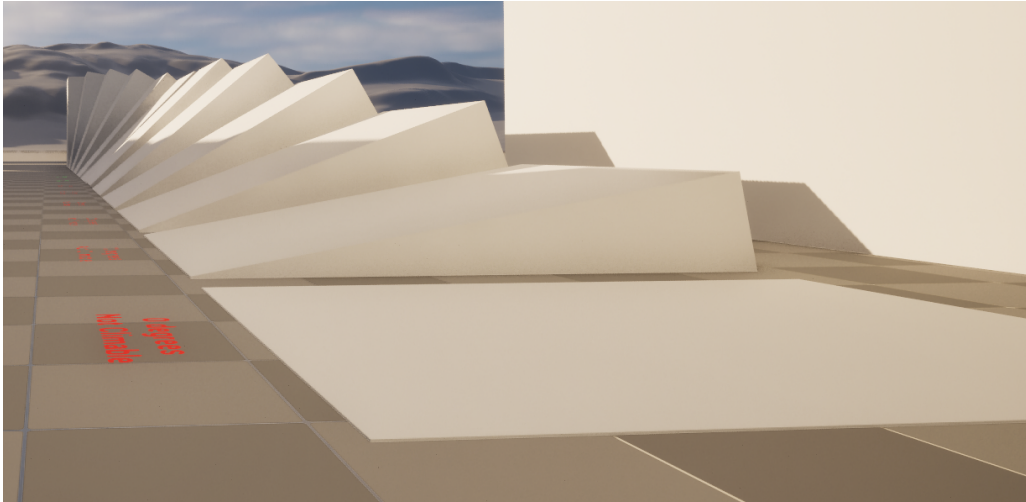
Climbing Edge Cases / Specifications

General info

You can try the scenarios described below in the L_ClimbingDemo level.

Incline/decline Angles

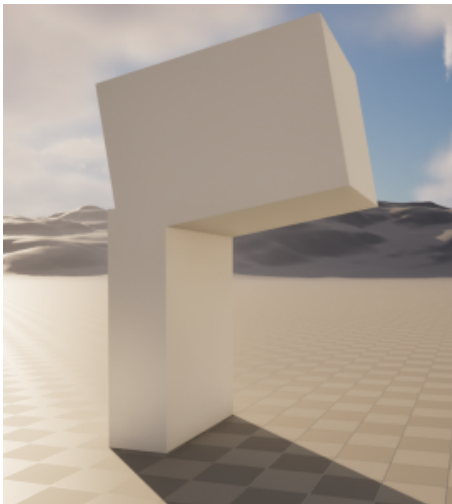
These are inclining or declining angles of a wall.



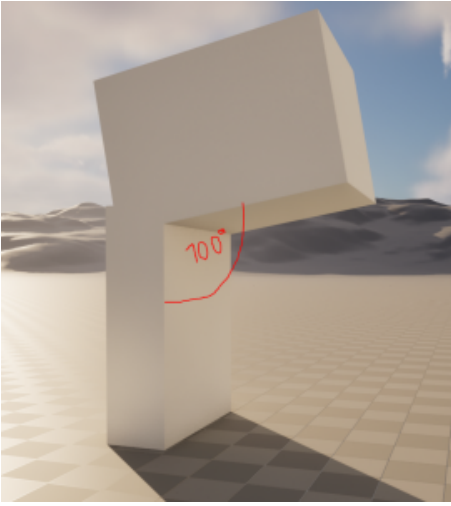
- -44° to 44° do not allow climbing and are walkable
- degrees $> 45^\circ$ or $< -45^\circ$ are climbable and do not allow walking

Overhangs

Are walls with a slope of more than 90° , i.e. they slope beyond the vertical. (see picture below)



In the following examples, I will be talking about the angle shown in the picture below.



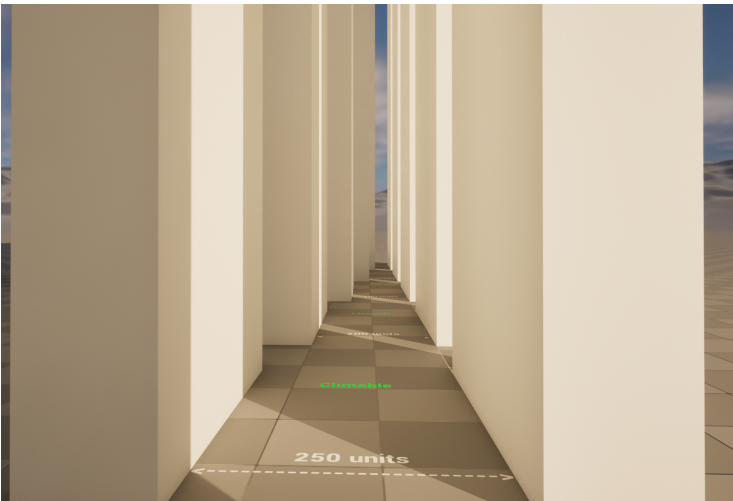
- Angles < 140 are not climbable.
 - make sure also to consider angles like 60 , creating an overhang that goes downwards (picture below)



-
- Angles ≥ 140 are climbable

Tight Spaces

Occurs when two separate walls create a tight corridor (see picture below)

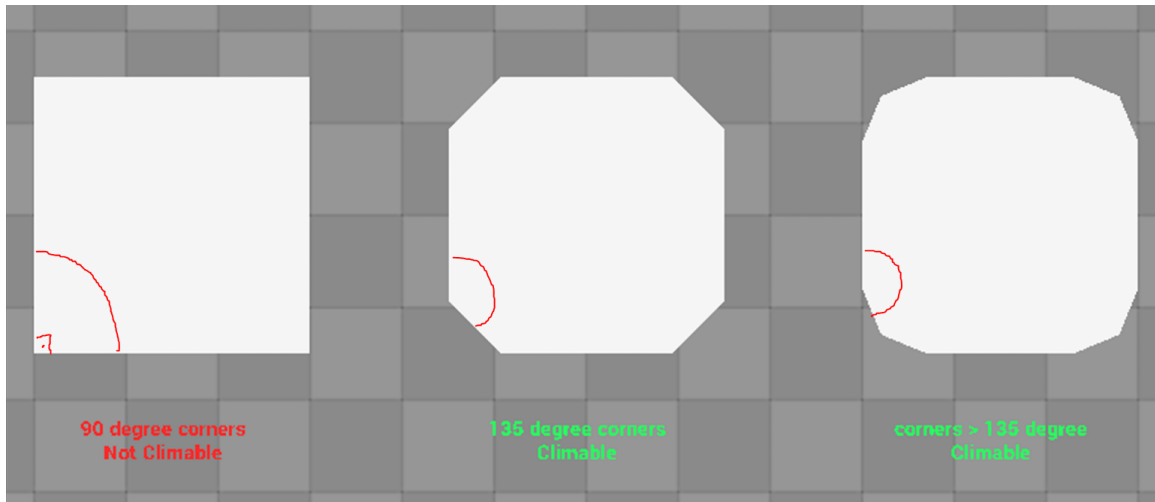


- Space (between the walls) ≥ 200 (Unreal) units walls are climbable
- Space (between the walls) < 200 (Unreal) units walls are not climbable

Climbing around

Horizontally climbs on different face.

When talking about angles, I will talk about inner angles, as shown below.



- Angles ≥ 135 are climbable (the player can go around that corner)
- Angles < 135 are not climbable (the player can't go around that corner)

Mantling with a roof above

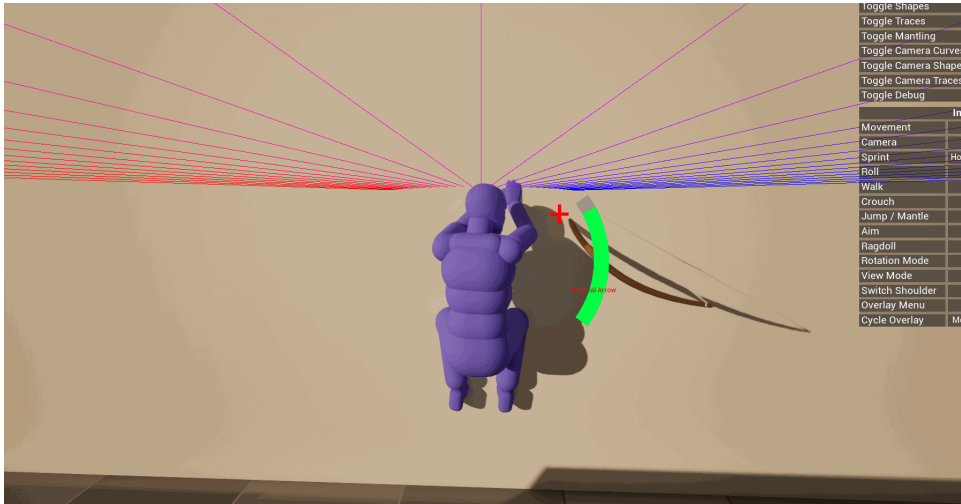
How high does the roof need to be (applies for the blue character and will be changed)

- Minimal roof height = 190 (Unreal) units

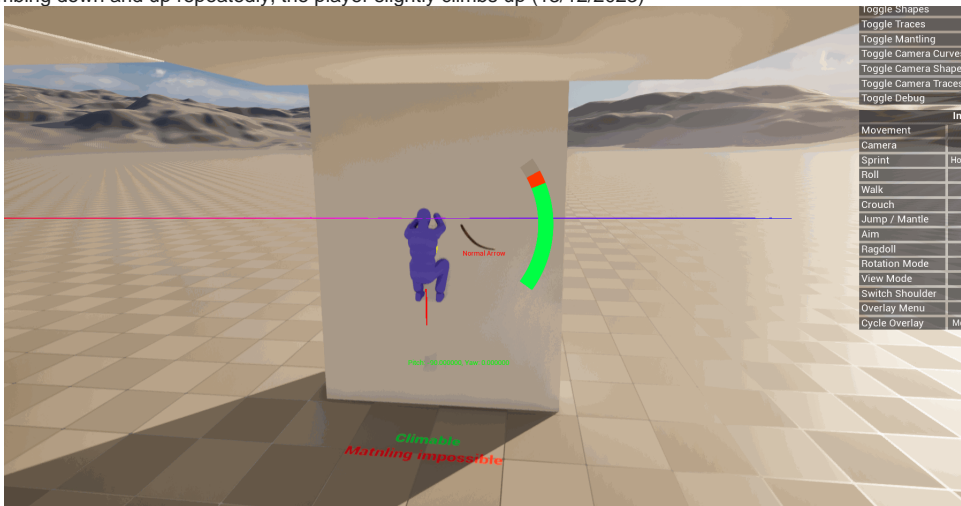


Bugs currently spotted with the climbing

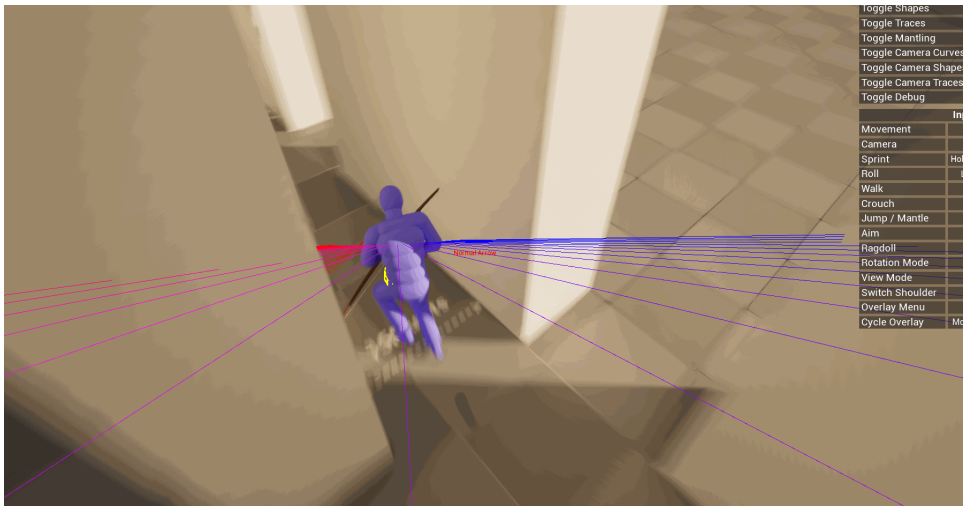
- When climbing to the side, the player goes slightly upwards (13/12/2023)



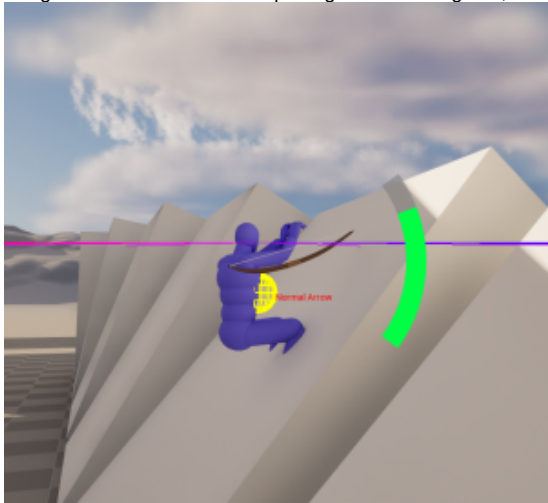
-
- When climbing down and up repeatedly, the player slightly climbs up (13/12/2023)



-
- Climbing can be started in very tight spaces - but the player cannot continue the climb. However, it should not be possible to start climbing there in the first place (13/12/2023)



-
- When climbing a wall with a different slope angle than 90 degrees, the character does not rotate towards it.



○

