Player Movement States

Start
Move Left Joystick
Is R Key Held?
Is Link in Water?
Is Link swimming
Enter "swim" animation state, move in dir of joy stick
Stamina drains as Link moves
Tap X?
Enter "Dash" animation state
Quickly swim in direction of joystick
Apply burst of stamina loss
Run out of stamina?
Enter "Dash" state
Run out of stamina?
Enter "Tired swim" State
Link is paragliding
Enter "paragliding" animation state
Stamina drains as Link moves
Run out of stamina?
Enter "Fall Animation" State
Fall and land
Is Link climbing?
Link is climbing
Enter "climb" animation state in direction of joy stick
Stamina drains as Link moves
Press B?
Let's go
Enter "Fall Animation" State
Fall and land
Press X?
Is the player holding left, right, or up?
Enter "Climb Jump" animation state
Jump to spot in direction of joystick
Enter "climb" animation state.
Let's go
Enter "Fall Animation" State
Fall and land
R Key being tapped?
Enter "Jump" Animation State
Jump in direction of joystick
Fall and land
Move Left Joystick
Is R being tapped?
Enter "Jump Attack" Animation State
Jump in direction of joystick
Reduce stamina
Is an attack being charged?
Enter "Charge Attack Stance" State
"Charge stance" Walk in direction of joystick
Is R being held down?
Enter "Dodge Stance" State
Is X being tapped?
Dodge Stance Walk in direction of joystick
Is X being tapped?
Dodge hop in direction of joystick
Is the player holding left, right, or up?
Enter "Climb Jump" animation state
Jump to spot in direction of joystick
Enter "climb" animation state.
Is R being held down?
Move in direction of Joystick, speed and animation
Is there an item in front of Link?
Move in direction of Joystick, "Dash" speed and animation
Stamina drains
Run out of stamina while sloping?
Enter "Tired Dash" State

Exhausted State System

Start
Stamina drains
Is Link out of stamina?
Enter "exhausted" state
Stamina regenerates to 1/4 of its limit
Link return to "base" state

Ragdoll State System

Start
Link or enemy is Hit By an Object or Weapon
Deal damage based on weapon/object velocity and weapon damage modifier
Was it enough to break the Ragdoll threshold?
The player enters the "Ragdoll" state
Did the player die?
Enter "knockback" animation state for a few seconds
Do not recover

Death State

Start
Link or dead fatal damage
Enter "Ragdoll" state
Music cuts into eerie
"Game Over" transitions over screen
Background fades to black
"Continue" and "Quit" options appear on screen
Continue?
Enter "Loading" Screen
Respawn

Use Of Spear Weaponry

Start
Press Y
Weapon Equip?
Link reaches for nothing on his back
Is Link's Hand?
Link removes Weapon from Back
Is Y tapped or held?
Does Link Have Stamina
No Stamina 2H Heavy Attack
Stamina drains
Glimmer Animation on Weapon
Shimmer Sound Effect
Release after ter 1 stamina drain threshold is reached?
Stamina Drains
Spear Heavy Attack 1
Stamina drains
Glimmer Animation on Weapon
Shimmer Sound Effect
Release after ter 2 stamina drain threshold is reached?
Stamina Drains
Spear Heavy Attack 2
Stamina drains
Glimmer Animation on Weapon
Shimmer Sound Effect 3
Release after ter 3 stamina drain threshold is reached?
Stamina draining
Stamina Drains
Spear Heavy Attack 3
Spear Light Attack 1
Press Y Again?
Is Y tapped or held?
Spear Light Attack 2
Press Y Again?
Is Y tapped or held?
Spear Light Attack 3
Press Y Again?
Is Y tapped or held?
Spear Light Attack 4
Is the Weapon Elemental?
Is it Electrification?
Is it Fire?
Is it Necrotic?
Then it's electric
On hit, apply appropriate "electric" status to item or enemy
On hit, apply appropriate "burning" status to item or enemy
On hit, apply appropriate "necrotic" status to item or enemy
On hit, apply appropriate "electrified" status to item or enemy

Use Of Two Handed Weaponry

Start
Press Y
Weapon Equip?
Link reaches for nothing on his back
2H Link Hand?
1H Link Weapon from Back
Is Y tapped or held?
Does Link Have Stamina
No Stamina 1H Heavy Attack
Stamina begins drains
2H Heavy Charge
Release Y
2H Heavy Attack
2H Light Attack 1
Press Y Again?
2H Light Attack 2
Is the Weapon Elemental?
Is it Electrification?
Is it Fire?
Is it Necrotic?
Then it's electric
On hit, apply appropriate "electric" status to item or enemy
On hit, apply appropriate "burning" status to item or enemy
On hit, apply appropriate "necrotic" status to item or enemy
On hit, apply appropriate "electrified" status to item or enemy

Use Of One Handed Weaponry

Start
Press Y
Weapon Equip?
Link reaches for nothing on his back
Is Link's Hand?
Link removes Weapon from Back
Is Y tapped or held?
Does Link Have Stamina
No Stamina 1H Heavy Attack
Stamina drains
Glimmer Animation on Weapon
Shimmer Sound Effect
Release after ter 1 stamina drain threshold is reached?
Stamina Drains
1H Heavy Attack 1
Stamina drains
Glimmer Animation on Weapon
Shimmer Sound Effect 2
Release after ter 2 stamina drain threshold is reached?
Stamina Drains
1H Heavy Attack 2
Stamina drains
Glimmer Animation on Weapon
Shimmer Sound Effect 3
Release after ter 3 stamina drain threshold is reached?
Stamina continues draining
Stamina Drains
1H Heavy Attack 3
1H Light Attack 1
Press Y Again?
Is Y tapped or held?
1H Light Attack 2
Press Y Again?
Is Y tapped or held?
1H Light Attack 3
Press Y Again?
Is Y tapped or held?
1H Light Attack 4
Is the Weapon Elemental?
Is it Electrification?
Is it Fire?
Is it Necrotic?
Then it's electric
On hit, apply appropriate "electric" status to item or enemy
On hit, apply appropriate "burning" status to item or enemy
On hit, apply appropriate "necrotic" status to item or enemy
On hit, apply appropriate "electrified" status to item or enemy

Elemental effect System

Start
Character is hit/struck by an elemental ability
Lightning?
Have Lightning Resistance?
Tier 1?
Tier 2?
Tier 3?
Deal electric damage
Deal Tier 2 reduced electric damage
Deal Tier 2 electric damage
Deal no electric damage
Enter "Shocked" status (drop all items currently in hand and become immobilized
Enter "Shocked" status (drop all items currently in hand and become immobilized
Enter "Shocked" status (drop all items currently in hand and become immobilized
Fire?
Have Heat Resistance?
Tier 1?
Tier 2
Deal Tier 1 reduced fire damage
Deal Tier 2 and ignite flame damage
Enter "Burning" state
Enter "Burning" state
Enter "Burning" state
Frost/Ice?
Have Cold Resistance?
Tier 1?
Tier 2
Deal Tier 1 reduced frost damage
Deal Tier 2 and freeze damage
Enter "Frozen" state (Freeze in place, temporarily turning to stone)
Enter "Frozen" state (Freeze in place, temporarily turning to stone)
Enter "Frozen" state (Freeze in place, temporarily turning to stone)
Earth/Geo?
Have Geo Resistance?
Tier 1?
Tier 2
Deal Tier 1 reduced earth/geo damage
Deal Tier 2 and petrification damage
Enter "Petrified" state (Petrify in place, temporarily turning to stone)
Necrotic?
Have Necrotic Resistance?
Tier 1?
Tier 2?
Tier 3?
Deal necrotic damage
Deal Tier 1 reduced necrotic damage
Deal Tier 2 necrotic damage
Deal no necrotic damage
Enter "Necrosis" status (drains and is unable to recover)
Enter "Necrosis" status (drains and is unable to recover)
Enter "Necrosis" status (drains and is unable to recover)
Electrification?
Have Electric Resistance?
Tier 1?
Tier 2?
Tier 3?
Deal electric damage
Deal Tier 1 reduced electric damage
Deal Tier 2 electric damage
Deal no electric damage
Enter "Shocked" status (drop all items currently in hand and become immobilized
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Enter "Shocked" status (drop all items currently in hand and become immobilized
Necrotic