

Fruit Frenzy - Feature #51

Fruit: Oranges

09/10/2018 10:29 PM - Lane Shaw

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Alpha 0.1		
<b>Description</b>			
<p>The Orange is a fruit that randomly spawns with in specific points on the map based on certain spawn points created by the Fruit Manager coroutine. Both the orange's display model, physics model, and texture carries over from the oranges in the cs_italy map from CS:GO.</p> <p>Oranges currently spawn with an initial mass of 4 per orange. Each orange has an age that is calculated by the fruit manager every FM tick, each new orange will have a color applied to it based on its current age, starting from light yellow to orange to a dark burnt orange as it supposedly "rots". Later on this may have an effect on free mass calculations.</p>			