

EXAMPLE	BLUE				CREATURES	PROPERTIES	BLUE	FUNCTIONS	PROPERTIES	YELLOW	FUNCTIONS	PROPERTIES	RED	FUNCTIONS			
	FISH	(Whale Front)	Properties: -Weight -Drag -MovementType	Functions: -Idle1 -Idle2 -Active1 -Active2			FISH	Heavy Weight Low Drag Med Inertia Med Steering	(Whale Front)	1 - Blowhole 2 - Whalesong [1]	Med Weight Med Drag Med Inertia Low Steering	(Turtel Front)	1 - Snap 2 - Flippers [2]	Med Weight High Drag Med Inertia Low Steering	(Crab Front)	1 - Left Claw 2 - Right Claw [3]	
WHALE				WHALE				TURTLE				CRAB					
(Whale Back)		Properties: -Weight -Drag -MovementType	Functions: -Idle1 -Idle2 -Active1 -Active2		(Whale Back)	1 - Tail Left 2 - Tail Right [4]		Med Weight Med Drag Med Inertia Low Steering	(Turtel Back)	1 - Left Flipper 2 - Right Flipper [5]	Med Weight High Drag Med Inertia Low Steering	(Crab Back)	1 - Scuttle Left 2 - Scuttle Right [6]				
					VEHICLE	Heavy Weight High Drag Low Inertia High Steering	(Tank Front)	1 - Sweep Cann 2 - Fire Cannon [7]	Heavy Weight High Drag Low Inertia High Steering	(Digger Front)	1 - ScoopJoint1 2 - ScoopJoint2 [8]	High Weight Med Drag Low Inertia High Steering	(Bus Front)	1 - Turn Left 2 - Turn Right [9]			
				TANK				DIGGER				BUS					
				(Tank Back)		1 - Left Track B 2 - Right Track [10]	Heavy Weight High Drag Low Inertia High Steering	(Digger Back)	1 - Left Track 2 - Right Track [11]	High Weight Med Drag Low Inertia High Steering	(Bus Back)	1 - Forwards 2 - Backwards [12]					
					MONSTER	Heavy Weight High Drag Med Inertia High Steering	(Kaiju Front)	1 - Roar 2 - Beamz [13]	Light Weight Med Drag Med Inertia Low Steering	(Bee Front)	1 - Left Wings 2 - Right Wings [14]	Heavy Weight Med Drag High Inertia Low Steering	(Dragon Front)	1 - Flame 2 - Neck? [15]			
				KAIJU				BEE				DRAGON					
				(Kaiju Back)		1 - Left Stomp 2 - Right Stomp [16]	Light Weight Med Drag Med Inertia Low Steering	(Bee Back)	1 - Sting 2 - Regenerate [17]	Heavy Weight Med Drag High Inertia Low Steering	(Dragon Back)	1 - Wings Left 2 - Wings Right [18]					
<b>Properties</b>	Weight	Drag	Inertia [19]	Steering [20]													
	Light,Med,Heavy	Low,Med,High	Low,Med,High	Low,Med,High													
<b>Functions</b>	Apply Force	Apply Torque	Move Joint	Explosion force	Shoot a projectile												
<b>Description</b>	AddForceAtPosition using a locator object position and forward		Tween joint offset A-B using locator positions and rotations				WHALE FRONT -Particles -Sound	TURLE FRONT -Animation	CRAB FRONT -Animation								
	Locator, forward axis, force	Locator, torque axis, torque	locator A,B, tween time	Locator object?	Projectile prefab, locator (pos, direction)		WHALE BACK -Animation	TURTLE BACK -Animation	CRAB BACK -Animation								
							TANK FRONT -Animation -Projectile	DIGGER FRON -Animation	BUS FRONT								
							TANK BACK	DIGGER BACK	BUS BACK								
							KAIJU FRONT -Animation -Projectile	BEE FRONT -Animation	FIREMON FRO -Animation -Particles								
							KAIJU BACK -Animation -Movement	BEE BACK -Projectile	FIREMON BAC -Animation								

[1] Blowhole applies force backwards.

[2] Snap extends neck and bites.

Flippers applies torque back and forth..

[3] Extends claw and snaps, applies slight torque..

[4] Moving tail creates torque and add force forward.

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[5] Flippers apply force forward and slight torque.

[6] applies force sideways, offset from centre so shifting centre of mass moves differently.

[7] Sweep rotates cannon left and right.

Fire shoots projectile..

[8] Rotate joint from angle A-B.

[9] Steering.

[10] Idle state moves tracks forwards.

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[11] Apply force forward from track location.

[12] Accelerate forwards/backwards.

[13] Fearsome roar.

Lazorz..

[14] Applies force forward from wing location..

[15] Shoot flame projectile.

Neck?.

[16] Apply force forward (mostly)

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[17] Shoot stinger projectile

Regenerate stinger.

[18] applies force forward from wing location..

[19] Tendency to "drift".

[20] Tendency to reapply force in forward direction..