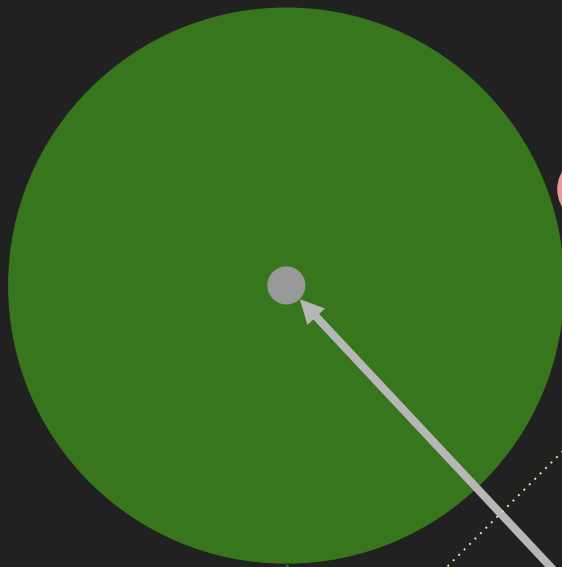


# La Focus Zone

(Signes et feedback)

Top View

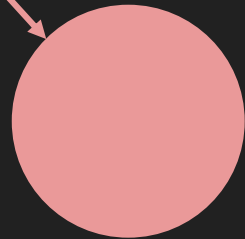
Side View



Ennemi Hors de la zone de focus



Si  
o

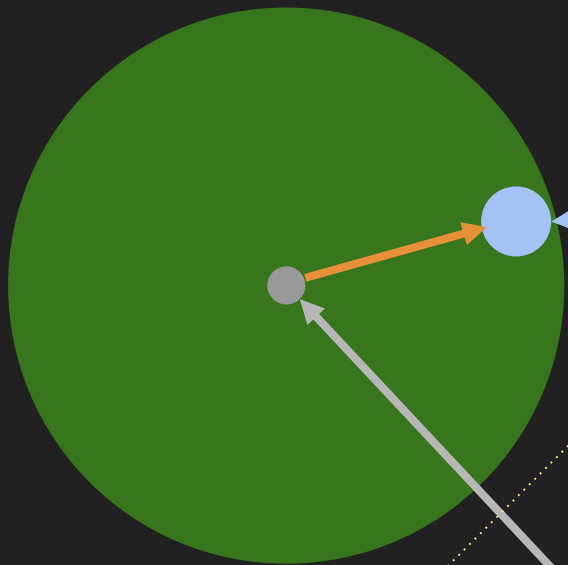


Périmètre de focus



Top View

Side View

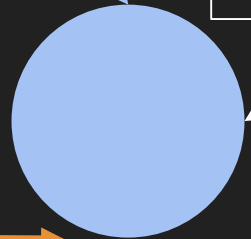


Ennemi dans la zone de focus

Lorsque l'ennemi rentre dans la zone de focus, un attribut visuel nettement visible lui est appliqué.



Si  
0

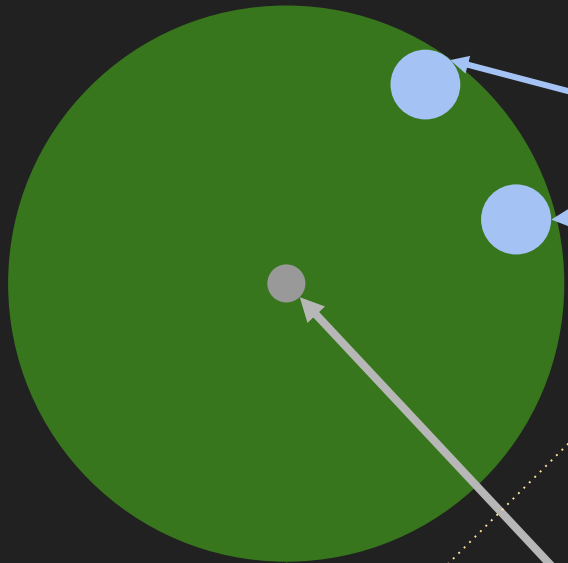


Périmètre de focus

Affichage de la flèche vers l'ennemi



Top View

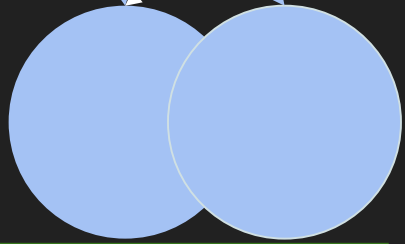


Side View



Ennemis dans la zone de focus

Apparition d'un deuxième ennemi

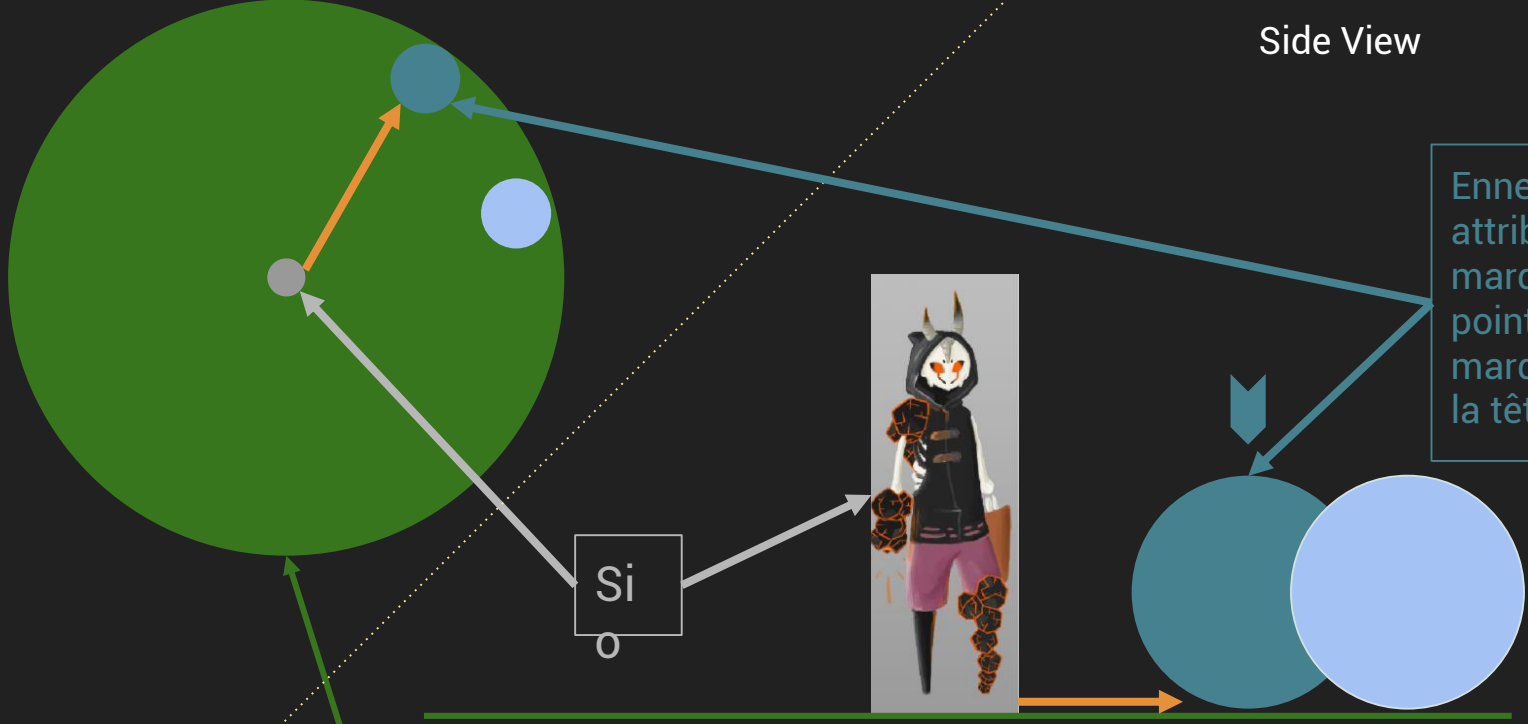


Périmètre de focus

Périmètre de focus

Top View

Side View

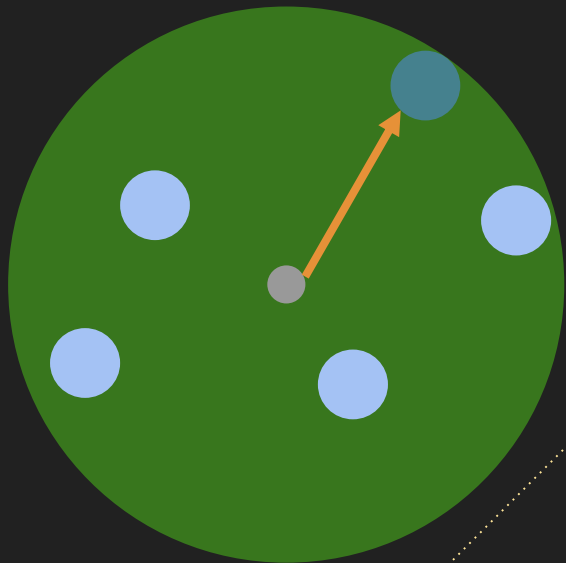


Ennemi sélectionné = attribue encore plus marqué + flèche qui pointe vers lui + marqueur au dessus de la tête.

Périmètre de focus

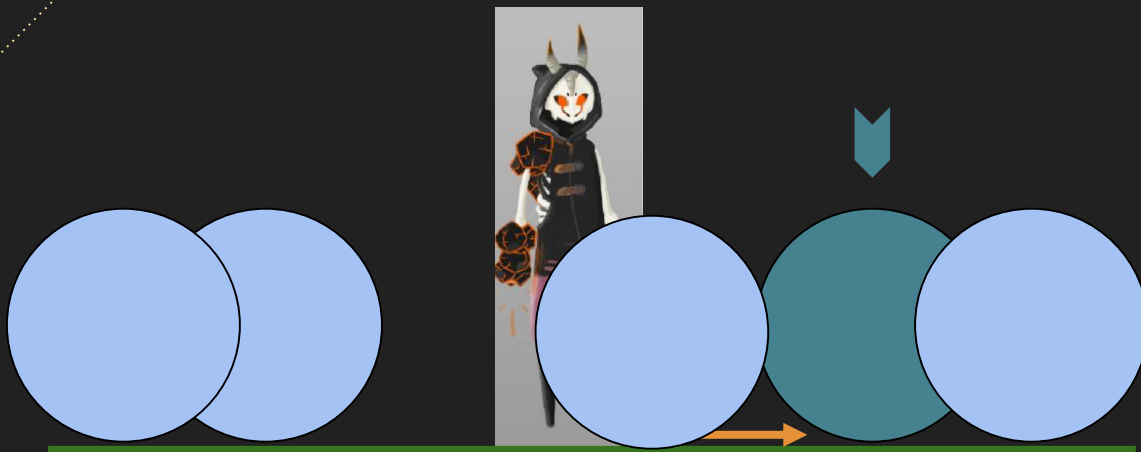
Affichage de la flèche vers l'ennemi sélectionné

Top View

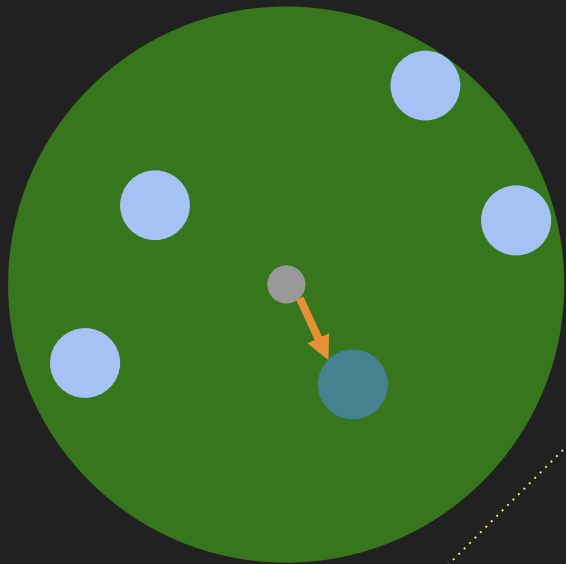


Exemple :

Side View

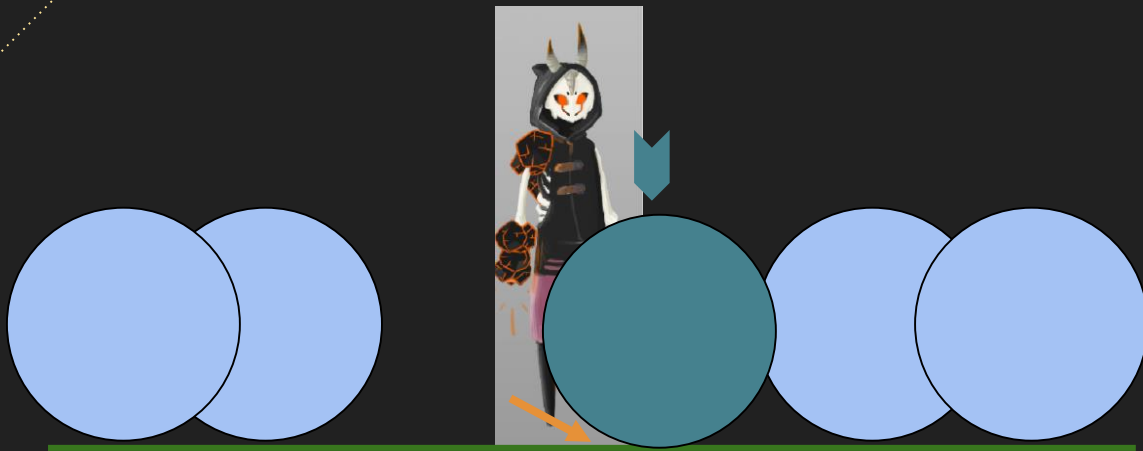


Top View

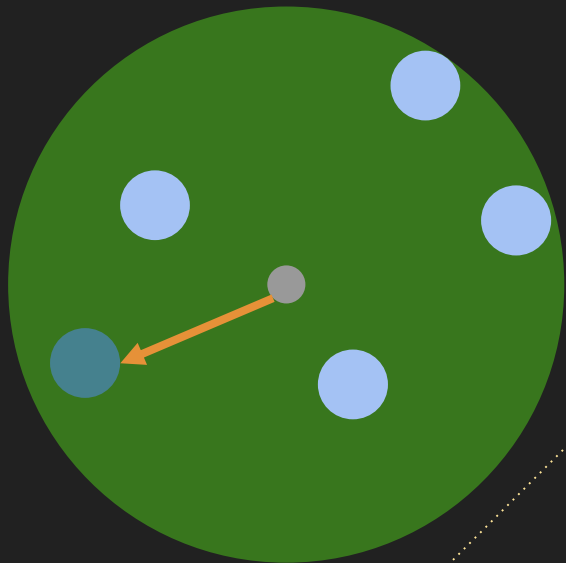


Exemple :

Side View



Top View



Exemple :

Side View

