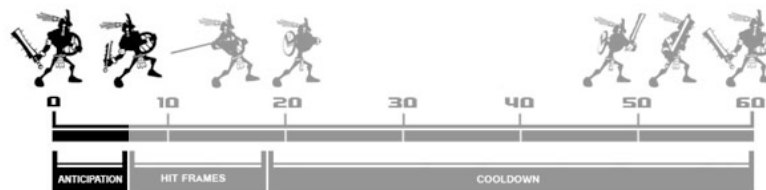


*ANTICIPATION*

This is the start of an attack and its animation. The player character is already attacking but the hitbox isn't active yet. For example an attack with a sword starts with the character lifting the sword and putting it in position to slash as hard as possible. The way the anticipation looks sets the players expectations for the rest of the attack, how strong the attack is, and what additional effects the attack can possibly have.

The first thing players can recognize from an attack is the anticipation. Thus it's the first form of feedback players get in whether they perform the attack they intended to perform.

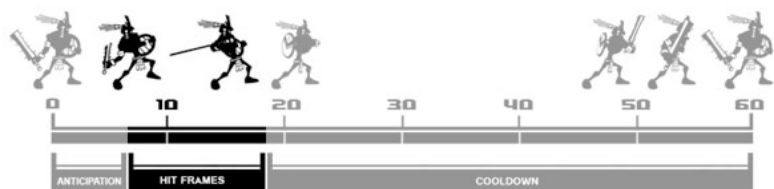


*Effects on Complexity*

During the anticipation the player is vulnerable for attacks from all directions. This means that if players attack at the wrong moment their attack can be interrupted. The player can't do anything against this unless the attack can be cancelled. Because of this an attack gets increasingly difficult the longer the anticipation takes. In case players can't cancel the attack they are vulnerable for a longer amount of time. In case they can cancel the attack they can still respond to enemies, however cancelling the attack will prevent the player from hitting it.

*HIT FRAMES*

This is the attacking part of the animation. During the hit frames the hitbox is active and can hit enemies. For the sword attack example this would be from the start until the end of the slashing motion. Enemies can only be hit once while a hitbox is active (more on this in the Hitboxes section). Certain attacks have more than one hit. Meaning there are one or more sections in between the hit frames where the hitbox isn't active. Each section of hit frames is a hit. The sections in between the hits are anticipations for the next hit. In most cases these anticipations are very short.



*Effects on Complexity*

If an attack has more hit frames it becomes somewhat easier to hit as there is more time for enemies to move into the hitbox. This can be because the enemy moves into it themselves or because they are still in a different animation, like falling for example, wherein they automatically move. If an attack has