

## Half Life 2: On-Calc

Half Life 2: On-Calc, or HL2: OC, is a complete remake of Half-Life 2 by Valve using Axe Parser. It features the exact same story, including the same weapons, characters, and enemies. This document serves as a point of collaboration for the project.

## Current Progress

### 7x7 Optimized Tilemaps

Supported fully, and are rendered quickly. This feature is considered complete.

### Physics Engine

In development. Inertia and friction are handled fully. Not finished is support for large numbers and negative values, as well as buoyancy.

### Title Screen

In development, main menu is missing; pending support for text on the graph screen.

### Saving

Saving is missing pending support for external data modification. Possible solution is an assembly routine to support write-back.

### AI

Not implemented.

### Enemies

Not implemented.

### Allies

Not implemented.

### Sprites

Roughly 15% of all needed sprites have been created.

### Maps

Only the test map is in working order.

## Planned Weapons

- Crowbar
- Grenade
- Gravity Gun
- Pistol
- SMG
- Pulse Rifle
- Pheropods (aka Bug Bait)
- Shotgun
- Crossbow
- RPG
- Magnum

## Planned Enemies

- Antlion
- Antlion Guard
- Barnacle
- Fast Headcrab
- Fast Zombie
- Headcrab
- Zombie
- Poison Headcrab
- Poison Zombie
- Manhack
- Civil Protection
- Combine Soldier
- Combine Elite
- Gunship
- Hopper mine
- Roller mine
- Hunter-chopper
- Strider
- Dr. Wallace Breen

## Planned Allies

- Alyx Vance
- Barney Calhoun
- Dr. Judith Mossman
- Dr. Eli Vance
- Dr. Isaac Kleiner
- Father Grigori
- Dog
- G-Man (Ally or enemy?)