Items & Assets

* Used in the bachelorProject
* Is made and ready for use, but is not suitable for a first level, so therefore not included in the demo
* Is not made

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Plant logic:

* When you take a plant, something of it will remain in the world for it to grow back.
  + - This shows the player that this can be picked up later and shows the player where it has been.

Core of Arídis:

* “*The main entity that powers the city Arídia*”
* Our quest is to rebuild the core to power Aridia and open the gate to the ancient forgotten city
  + - The crafting recipe to the core have ingredients given to you at the end of each level
* Use Arídian Key instead.
  + - Find the key in the world, bring it back to the entrance to unlock 1 of the gateparts

Tools and Buildingblocks:

* Tools is used to interact with objects in the world.
  + - Tools should have the same tier list as Buildingblocks to make it consistence and give more value to the resources
      * Axe (Trees & cactus)
      * Pixace (OreVeins)
      * Sword (Animals and enemies)
      * BuildingHammer (BuildingBlocks)
* BuildingBlocks are used to build houses for the player to make a base and hide from the sun
  + - Tiers
      * Wood
      * Stone
      * Cryonite

Items in Hotbar:

* Not all items can be placed on the hotbar from the inventory
  + - Only Tools can be placed on the hotbar
      * Axe,
      * Pickaxe
      * Sword
      * BuildingHammer
      * Cup
      * Bottle
      * Bucket
      * Flashlight
      * Arídite Crystal
      * GhotCapturer
    - Food must be eaten from the inventory
    - Equipped items must be equipped from the inventory
    - Resources only take up space in the inevntory
* Each item has a state (enum)
  + - Ex. Useable, Eatable, Resources
    - Depending on the state, when pressing the left mouse button, toggle it to the hotbar or eat it from inventory.

Resources:

* Basic:
  + - Tungsten (1x1) - Light Beige
      * General basic resource that’s the common resource used in all crafting
      * Large availability from early game
    - Gold (1x1) - Yellow – Technology
      * Used in general Machine crafting
    - Viridian (1x1) - Light Green – Technology
      * Used in upgrades to Machines to make them better
    - Magnetite (1x1) - Light Blue(/White?) - Area of effect machines
      * Used in Machines that requires a larger area of effect
    - Arídite Crystal (2x2)
      * Can be hold in hand to reveal in a small range around the player
      * Used in Crafting for Revealing lights
* Building/Tools:
  + - Wood (1x1) - Orange - Building & tools
      * Building/Tool resource
      * Used early game to fuel Machine and build small chests
    - Stone (1x1) - Brown - Building & tools
      * Building/Tool Resource
      * Requires Wood tools (or higher) to mine Stones
    - Cryonite (1x1) - Blue/purple rock  - Building & tools
      * Building/Tool Resource
      * Requires Stone tools (or higher) to mine Cryonite
* Plants:
  + - Plant Fiber (1x2) - Green - General Resource
      * General basic resource that’s the common resource used in all clothing crafting
      * “*The Tungsten of clothing*”
    - Glue Sticks (1x1) - Light yellow/white - General Resource
      * Building/Tool resource
      * Are used in all 3 tiers of BuildingBlocks
      * Get 4 Glue per pickup
    - Cotton (1x2)
      * Used in crafting
      * Are places in a different area than starting area, so the player need to move there to get the resource
    - Spik Oil (1x2)
      * A oil used in Machine crafting
    - Tube Plastic (1x2)
      * Used in Crafting that requires a Display
    - Arídis Flower (2x2)
      * Used in Machine Crafting
      * Used sometimes in SkillTree
* Food: - (Generally 1x2 size, because space for leaving 2 seeds when crafting)
  + - Cactus: (1x2)
      * Heals Hunger a lot
      * Heals Thirst slightly
    - ThriPod:(1x2)
      * Heals Hunger slightly
      * Heals Thirst a lot
    - PuddingCactus:(1x2)
      * Heals Hunger a lot
      * Heals Thirst  a lot
    - StalkFruit:(2x2)
      * Heals Hunger slightly
      * Heals Thirst slightly
      * Heals Main Health slightly
    - Heat/Cold fruit:(1x2)
      * Heals Hunger slightly
      * Give the player a temporary Heat/Cold buff for x minutes

Give buff of -5/+5 to the temperature the player feels

See the change on the PlayerHeat-parameter when buffed

* + - * When buffed, boost temperature for a time, then reduce it slowly until there is no effect anymore
      * Several fruits stacks
* Blender: - Makes juice out of fruits, to take up less inventory space
  + - 1 Juice for each foodable fruit that takes up 1x1 inventory space
    - Each juice contain the same effects as its fruit
* Grilled Food: - Makes grilled versions of the food, double its efficiency
  + - Takes the same inventory space as normal food
    - Double its Efficiency in all parameters
* Seeds to CropPlots:
  + - When crafting a plant, get 2 seeds back
    - Have 1 type of seed for each plant and food item
* Clothing: - Extra features the player can modify/equip itself with
  + - Head
      * AutoFeeder:

When hungry/Thirsty, this item takes the first item in inventory and eats it, to get the healthBuff from it

Starts eating after X% left of the HealthParameters

* + - * HeadLight:

GhostLight that can be used without having it in the Hotbar

* + - * Helmet:

Takes less damage from enemies

* + - Hands
      * Mining Gloves:

Reduce mining Speed

* + - * Power Gloves:

Reduce times to hit before resource gathered

* + - * Construction Gloves:

When removing a BuildingBlock, get back the same Resources/Machines/Furniture as its buildCost

* + - Feet
      * Running Shoes:

Walk faster

* + - * Light Shoes:

Do not lose more Hunger/Heat/Thirst from running, than normal

* + - * Slippers:

Walk way more faster on BuildingBlocks than Running Shoes

* Crafting:
  + - Need a CraftingTable to be able to craft
    - Need Blueprints to unlock items to craft
      * Blueprints are scattered around in the word
      * Blueprints of the same type, always give the next resource in the “line” of that type, no matter in which order the player gets it
* Blueprints – Make Machines and Furniture able to build
  + - Tools (x3)
    - BuildingBlocks (x2)
    - Clothing (x9)
    - Machines (x18)

Crafting recipes:

* Crafting Materials:
  + - Perk Cube - Tier 1 Yellow Color
      * (1 **Tungsten**, 1 **Plant Fiber**, 1 **Wood**, 1 **Gold**)
      * Base material for upgrading the SkillTree in the Early Stages of the game
    - Perk Cube - Tier 2 - Green Color
      * (**Perk Cube - Tier 1**, 1 **Tungsten**, 1 **Stone**, 1 **Magnetite**)
      * Base material for upgrading the SkillTree in the Middle Stages of the game
    - Perk Cube - Tier 3 - Red Color
      * (**Perk Cube - Tier 2**, 1 **Tungsten**, 1 **Cryonite**, 1 **Viridian**)
      * Base material for upgrading the SkillTree in the End Stages of the game
    - Power Core [3]
      * (1 **Tungsten**, 2 **Gold,** 1 **Spik Oil**)
    - Cloth [8] (1x2)
      * (2 **Plant Fiber**, 2 **Cotton**)
    - Shard of Arídis [5]
      * (1 **Tungsten**, 1 **Arídis Flower**)
    - Arídite Crystal [19]
      * (2 **Tungsten**, 4 **Arídite Shards**, 1 **Magnetite**)
* BuildingBlocks:
  + - Wood: | B:(1 **Wood**, 1 **Glue Sticks**) | R: (1 **Wood**, 1 **Glue Sticks**) [2]
      * Floor
      * FloorTriangle
      * Wall
      * WallTriangle
      * Ramp
      * RampCorner
      * RampTriangle
      * Stair
      * Fence
      * Window
      * Door

* + - Stone: | B:(1 **Stone**, 1 **Glue Sticks**) | R: (1 **Stone**, 1 **Glue Sticks**) [2]
      * Floor
      * FloorTriangle
      * Wall
      * WallTriangle
      * Ramp
      * RampCorner
      * RampTriangle
      * Stair
      * Fence
      * Window
      * Door

* + - Cryonite: | B:(1 **Cryonite**, 1 **Glue Sticks**) | R: (1 **Cryonite**, 1 **Glue Sticks**) [2]
      * Floor
      * FloorTriangle
      * Wall
      * WallTriangle
      * Ramp
      * RampCorner
      * RampTriangle
      * Stair
      * Fence
      * Window
      * Door
* Machines
  + - Upgrade Charger x1
    - Upgrade Charger x2
    - Upgrade Charger x3
    - Crop Plot x1 [16] - WaterGhost (Tiers get unlocked with Blueprints)
      * (2 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Plant fiber**) | R: (1 **Tungsten**, 1 **Gold**)
    - Crop Plot x2 [18] – WaterGhost
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 2 **Plant fiber**) | R: (3 **Tungsten**, 1 **Gold**, 1 **Plant fiber**)
    - Crop Plot x4 [20] – WaterGhost
      * (6 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 4 **Plant fiber**) | R: (4 **Tungsten**, 1 **Gold**, 3 **Plant fiber**)
    - Grill x1 [13] – FireGhost
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (3 **Tungsten**, 1 **Gold**)
    - Grill x2 [18] – FireGhost
      * (8 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (6 **Tungsten**, 1 **Gold**)
    - Grill x4 [22] – FireGhost
      * (12 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (9 **Tungsten**, 1 **Gold**)
    - Ghost Tank [13]
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Crystal**, 1 **Tube Plastic**) | R: 3 **Tungsten**, 1 **Gold**, 1 **Arídite Crystal**)
    - Energy Storage Tank [13] - AllGhost (Hold up to 5 Ghost Energies)
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Tube Plastic**) | R: (3 **Tungsten**, 1 **Gold**)
    - Ghost Repeller [13] – AllGhost
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Magnetite**) | R: (3 **Tungsten**, 1 **Gold**)
    - Extractor [] - AllGhost - For later machineries
      * (X **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: ()
    - Heat Regulator [] - FireGhost / WaterGhost (Heat/Chill with +/- 10 temperature)
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Magnetite**) | R: (3 **Tungsten**, 1 **Gold**)
    - Blender [] – WaterGhost
      * (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (3 **Tungsten**, 1 **Gold**)
    - Resource Converter [] – EarthGhost
      * (X **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (3 **Tungsten**, 1 **Gold**)
* Furniture:
  + - Small chest (4x4) [5]
      * B: (2 **Tungsten**, 3 **Wood**) | R: (1 **Tungsten**, 2 **Wood**)
    - Medium chest (6x6) [7]
      * B: (4 **Tungsten**, 3 **Stone**) | R: (3 **Tungsten**, 2 **Stone**)
    - Big chest (8x8) [7]
      * B: (6 **Tungsten**, 3 **Cryonite**) | R: (4 **Tungsten**, 2 **Cryonite**)
* Simple Grill
* Simple Crafting Table
* Crafting Table [7]
  + - B: (4 **Tungsten**, 1 **Glue Sticks**, 1 **Plastic**) | R: (2 **Tungsten**)
* SkillTree Table [8]
  + - B: (4 **Tungsten**, 1 **Glue Sticks**, 1 **Power Core,** 1 **Plastic**) R: (2 **Tungsten**, 1 **Gold**, 1 **Plastic**)
* Simple Crop Plot x1
* Simple Crop Plot x2
* Simple Crop Plot x4
* Lamp [5]
  + - B: (3 **Tungsten**, 1 **Gold**, 1 **Power Core**) | R: (2 **Tungsten**)
* Spotlight [5]
  + - B: (3 **Tungsten**, 1 **Gold**,  1 **Power Core**) | R: (2 **Tungsten**)
* Arídite Lamp [9]
  + - B: (3 **Tungsten**, 1 **Gold**,  1 **Power Core**,1 **Arídite Crystal**) | R: (2 **Tungsten**, 1 **Arídite Crystal**)
* Arídite Spotlight [9]
  + - B: (3 **Tungsten**, 1 **Gold**,  1 **Power Core**,1 **Arídite Crystal**) | R: (2 **Tungsten**, 1 **Arídite Crystal**)
* Tools:
  + - Wood: (1x3)
      * Axe [4] | B: (4 **Wood**)
      * Pickaxe [4] | B: (4 Wood)
      * Sword [4] | B: (4 Wood)
      * BuildingHammer [4] | B: (4 Wood)
    - Stone: (1x3)
      * Axe [4] | B: (2 Wood, 2 Stone)
      * Pickaxe [4] | B: (2 Wood, 2 Stone)
      * Sword [4] | B: (2 Wood, 2 Stone)
      * BuildingHammer [4] | B: (2 Wood, 2 Stone)
    - Cryonite: (1x3)
      * Axe [4] | B: (2 **Wood**, 2 **Cryonite**)
      * Pickaxe [4] | B: (2 Wood, 2 Cryonite)
      * Sword [4] | B: (2 Wood, 2 Cryonite)
      * BuildingHammer [4] | B: (2 Wood, 2 Cryonite)
    - Cup x1 [4] (1x2) | B: (2 Tube Plastic)
    - Bottle x5 [9] (1x2) | B: (1 Tungsten, 4 Tube Plastic)
    - Bucket x10 [14] (1x2) | B: (2 Tungsten, 6 Tube Plastic)
    - Flashlight [7] (1x2) | B: (3 Tungsten, 1 Arídite Crystal)
* Clothing
  + - Head:
      * AutoFeeder [] | B: (1 **Magnetite**, 1 **Cloth**, )
      * HeadLight [] | B: (1 Flashlight, 1 Cloth)
      * Helmet [] | B: (1 Cryonite, 1 Cloth)

Hands

* + - * Mining Gloves [] | B: (1 Cryonite Pickaxe, 1 Cloth)
      * Power Gloves [] | B: (1 Cryonite Axe, 1 Cloth)
      * Construction Gloves [] | B: (1 Cryonite BuildingHammer, 1 Cloth)
    - Feet
      * Running Shoes [] | B: (1 Viridian, 1 Cloth)
      * Light Shoes [] | B: (1 Viridian, 1 Cloth)
      * Slippers [] | B: (1 Viridian, 1 Cloth)
* Juice:
  + - Cactus Juice
    - ThriPod Juice
    - PuddingCactus Juice
    - StalkFruit Juice
    - Heat Fruit Juice
    - Cold Fruit Juice
* Grilled Food:
  + - Grilled Cactus
    - Grilled ThriPod
    - Grilled PuddingCactus
    - Grilled StalkFruit
    - Grilled Heat Fruit
    - Grilled Cold Fruit

Tablet:

* Inventory
  + - Keep track of all player items
    - Grid-based
    - Auto sort based on size of item
* Building Menu
  + - Contain all Building recipes
    - Can select selected object to build
* Journal
  + - Mentor Journal
      * Get from pickups
    - Personal Journal
      * Get from experienced events
    - Personal Log
      * Updates each day with some stats from what the player did that day
      * Have a “Total” at the top, summing up all variables in the List
* Settings
  + - Toggle Sound
    - Toggle Mouse Sensitivity
    - Toggle FOV
* Research Table
  + - Research items
    - Researched list of items
* SkillTree Table
  + - Buy Perks for permanent player upgrades
      * Costs resources
    - Per information and cost
* Crafting Table
  + - Craft items made available by research items
      * Only display items that contain only of researched items