# 1. Items:

- Change size of Tools to 1x3

- Make/Save-Load DurabilityBar on HandEquipments in inventory and Hotbar

- Hotbar: A Sircle at the bottom left

- InventoryItem: A Sircle at the bottom left

- Destroy item if 0 Durability

- Make Consumable Items work

- Make Heat/Cold Fruit increase/reduce the player temperature for a time duration

- Make ClothesEquipable Items work

- Add visual Display info as with items in inventory

- Make items equipped to the Hand get the slot of the “itemSelectedSlot”, no matter if the slot was taken beforehand

--------------------||

# 2. Mining:

- Make the Arms work with Tools

- Make different animations based on the different tools action

- Make Pickaxe-system for receiving metal-resources

- Make the tools Having different speed on its animation cooldowns based of material-type

- Make different Pickaxe requirements for the different Ores

- When mining Tungsten Ore, you can use your hands

- Make All Ores

- Tungsten

- Gold

- Stone

- Cryonite

- Viridian

- Magnetite

- Arídite Crystal

- When mining an ore, have a chance of getting more of it (1 to 3 (5 as rare drop?) 100%, 50%, 50% 50% osv. until it stops when not getting any)

- Make Ores be hidden when they’ve been destroyed, during playing next time (needs to be hidden before WorldObjects gets spawned into the world to prevent collission)

- Add Correct Mesh to the Ore Veins

- Make the texture change depending on the oreHealth

- Make it possible to have Child Folders under “Ore\_Parent” and “Plant\_Parent”, so it will be easier to use for landscaping

- Remove the TextUI from LookAt when looking at a Ore Vein

- Only show the text when hitting with a wrong Picaxe

- Require a “X Pickaxe” and “Y Pickaxe”

--------------------||

2.5. Cup/Drinking

- Make the “Cup”, “Bottle” and “Bucket” able to be drink from

- Add Durability when filled in water

- Add/Remove Water-Mesh when Water-Container is full/Empty

--------------------||

# 3. Tablet:

- Make the Tablet Journal Menu

- Make the Tablet Settings Menu

- Only include "Crafting Table Menu" and "Skill Tree Menu" when interacting with the objects

- Make the Tablet animation work

- Assign the Tablet UI to the Tablet itself

--------------------||

# 4. Displays:

- Make HeatParameter-Display ala. Sarah

- Make WeatherDisplay

- Make Weather Types

- Sunny

- Cloudy

- Windy

- Cold

- Add World-Display to new CraftingTable and SkillTreeTable

- For Plants, add a %-Bar to indicate the growth progression

- Make so that each plant has its own growth speed (not from “PlantManager”, but “Plant”)

- PlantManager may have a multiplier which can be upgraded in the SkillTree

- "Arídis Flower” is the slowest growing plant

--------------------||

# 5. Research Table

- Make a ResearchTable where the player can analyze gathered items and get new crafting recipes based on if it has researched all items required for the craftable item.

- Make Research Table interaction

- Make the Tablet Menu

- When clicking on an item in the inventory, add this to the Research Table

- You can then research it

- Research take some time

- Highlight which items that can be researched

- Cannot research an item that have already been researched

- Make a Researched listDisplay to show the order of the items researched throughout the game (the most resent research item first)

- Display consist of an Image and a Name

- Make a Researched list to keep track of which items that has been researched

- Make Saving/Loading of “Items\_SO” based on this list, so that the correct items will be updated and displayed correctly in the “Crafting Table”

- Start all items in the \_SO-list as “Unactive” at “New Game”

- Make the Craftable Items appear in the crafting menu when all of their Required Items have been researched

- Make A “!” for each new item in the “Crafting Menu”, when Researched

- Remove the “!” after clicking it the first time

--------------------||

# 6. Axe - Cutting:

- Make trees as a prefab with the new animation

- Make the tree fall away from player

- Make cutting functionality for trees with any axe

- Spawn Logs when tree has fallen

- Make cactus as a prefab with new animation

- Make the cactus fall away from player

- Make cutting functionality for cactus with any axe

- Spawn Cactus chunks when cactus has fallen

- Cutting Display:

- Make symbol of the axe the player is holding, when looking at a tree inside the cutting-range

- CuttableObject Durability:

- Make a durability-system (like Pickaxe) so that a CuttableObject must be hit multiple times

- Set different amount of hits based on the equipped Axe

--------------------||

# 7. Player Movement:

- Rebuild the playerMovement

--------------------||

# 8. Flashlight:

- Make the Flashlight reach longer (swap Sphere collider with Capsule collider)

- Make sure the player can pick up/interact with Objects with the flashlight in the hand

--------------------||

# 9. Ghost:

- Make Ghost Movement

- Make Ghost Capture Mechanic

- Make Ghost Tank

- Make Machine connection system

- Make the movement behavior so that the ghosts turn when near a BuildingBlock

--------------------||

# 10. BuildingBlocks:

- Rebuild BuildingSystem

- Fix autoRotation on buildingBlockGhosts when appearing, to face the intuitive way

- Fix Rotation buttons to match if the block is horizontal or vertical

- Fix so that Blocks can be placed Vertically (Up/Down)

- Make All Models + \_SOList

- Check if the same block is placed on target position, to disable the Ghost from overlapping

- Check rotation, so that several Wall-blocks can be placed in the same space

- Make a function in Building that let you change material of a BuildingBlock when looking at it and having the selected resources (like changing BuildingBlock in Raft)

- Make a function that can move/rotate placed Machines and Furniture, when BuildingHammer is in Hand

- Save its stats

- Remove the Object

- Make a "ghost" of the object, as when building it

- Insert its stats when placed

- Lock the mouse-wheel and disable tablet and everyting else, as long at the object isn't placed yet

--------------------||

# 11. MovableObjectMenu:

- Make it so that the MovableObjectMenu swap selectedItem, even if BuildingHammer isn't in hand

- It works for BuildingBlocks, so take a closer look at the differences

- Move the "SetNewSelectedBlock()" from the BuildingHammer to "BuildingSystemMenu"

--------------------||

# 12. Machine - Crop Plots

- Make the Crop Plots

- Add Growth functionality

--------------------||

# 13. Machine - Extractor

- Make the Extractor Machine

--------------------||

# 14. Machine - Lamp & Spotlight

- Make the Lamp

- Make the Spotlight

--------------------||

# 15. SkillTree

- Make the “Tool”-Panel

- Make all Perks, as described in the “SkillTree”-Docs

- Saving/Loading should take all bool of the SkillTree in a big “class”, to keep everything organized at the same place

--------------------||

# 16. Sound Gathering

- Add all Sound Clips

- Make sure each Sound Clip is used the correct places

- Add all music

- Make a script to control when the music is played

- Adventure mode

- Back to base

- Add Weather sounds to be played in the background, based on the weather

--------------------||

# 17. Pause Game:

- Make a Pause-menu when pressing “ESC”

- Make two functions to "Pause Game" and "Unpause Game" in the "PauseMenu"

--------------------||

# 18. Main Menu

- Make the Main Menu

- Make “New Game”-button

- Make “Gamemode”-Menu

- Hardcore

- Survival

- Creative

- Make “Continue”-button

- Make “Loading”-button

- Make “Loading”-menu

- Make “Settings”-button

- Make “Settings”-menu

--------------------||

# 19. Machines:

- Make Upgrades to be used in Machines to make them work better

- Power: Perform what the Machine is doing, better (ex. growth/steak time or area of effect increase)

- Efficiency: Reduce the amount of GhostElement used

--------------------||

# 20. Polish:

--------------------||