Todo before Tuesday 19.02 - 5 days left

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 the Equipments have functionalty

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

2. Mining:

- Make Pickaxe-system for recieving metal-resources

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

- When mining an ore, have a change of getting more of it (1 to 3 (5 as rare drop?))

- Perk in SkillTree: increase chance of getting more resources per mining

- When mining Tungston Ore, you can use your hands, but need more hits for it to break

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

3. Tablet:

- Make the Tablet Journal Menu

- Make the Tablet Settings Menu

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

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

4. Displays:

- Make HeatParameter-Display ala. Sarah

- Make WeatherDisplay

- Add World-Display to new CraftingTable and SkillTreeTable

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

- Make so that each plant have its own growth speed (not from PlantManager)

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

- "Arídis Flower is the slowes growing one

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

5. Cutting:

- Make trees to prefab with new animation

- Make cutting functionality for trees with any axe

- Make cactus to prefab with new animation

- Make cutting functionality for cactus with any axe

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

6. Player:

- Rebuild the playerMovement

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

7. Ghost:

- Make Ghost Movement

- Make Ghost Capture Mechanic

- Make Ghost Tank

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

8. 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"

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

9. Flashlight:

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

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

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. Pause Game:

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

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

12. Mashines:

- 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

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

13. Trash Can:

- Make a "Trash Can" that take all items exept Arídian items

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

14. Sound

- Add all Sound Clips

- Make sure each Sound Clip is used the correct places

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

15. Weather

- Make different types of weather

- Add them to the weatherDisplay

- Make the Sound for the different Weathers