**18 days remaining**

**19 days** left to complete the tasks

**7 days** to do the report (24. – 30.)

Total: **28 days** (10 day behind)

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# 1. Items: 3 days

- 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

- Keep ItemDurability upon Dropping from Inventory

- When picked up again

- During Saving/Loading

- Save WorldItemLocations more often, since they now use physics and may change position

- Call function each time an item gets dropped, from “InventoryManager”->” SpawnItemToWorld”

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# 2. Mining: 5 days

- 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”

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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

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# 3. Tablet: 4 days

- 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

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# 4. Displays: 1 day

- 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

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# 5. Research Table: 3 days

- 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

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# 6. Axe - Cutting: 1 day

- 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

- Spawn Trees back to start Pos/Rot when respawned

- 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

- Spawn Cactus back to start Pos/Rot when respawned

- 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

- Growth time for Tree/Cactus

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# 7. Player Movement: 1 day

- Rebuild the PlayerMovement

- Rotate camera around itself, not the player

- Move Forward Vector from Camera to the player to prevent moving up in the air when moving the head

- Stop movement accurately, not after some time after player have stopped

- Responsive jumping

- Fast falling (not in «slow motion”)

- Walking functionality

- Reset FOV back to basic

- Reset SpeedMultiplier back to

- Running functionality

- Change FOV slightly outwards when running

- Change SpeedMultiplier faster

- Crouching

- Change FOV slightly inwards when crouching

- Change SpeedMultiplier slower

- Prevent the player of standing up if there is cover above its head

- Adjust HealthParameter values based on player movement

- Walking

- Walking reduce Thirst slightly +1

- Walking reduce Hunger slightly +1

- Running

- Running reduce Thirst a lot +3

- Running reduce Hunger slightly +1

- Crouching

- Crouching prevent thirst reduction a lot 0

- Jumping

- Jumping increases Hunger a lot +6

- Jumping increases Thirst slightly +3

- Falling

- Falling takes Damage

- Falling = Not on the ground after X distance

- Set the damage taken based on distance (will increase during longer falls)

- Take the damage when reaching the ground

- Weather influence on Hunger & Thirst base decrease

- Change the base decrease speed based on the different weather types

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# 8. Flashlight: 1 day

- Modify the “Flashlight” Equippable model

- 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

- Light - InvisibleObjects

- Resolve the “Half-visible” objects

- Make object invisible when not in light

- Make objects gradually visible in light

- Make sure the visibility is correct upon staring the game

- Look into the “Separate Material from each object”-document from Mathias to separate the materials from WallImages and OreVeinCracks

- Make it so that the “LookAt” works as intended with ArídianFlower

- Find out what’s wrong with the SphereCollider in “AridianFlower”

- Make FlowerPetals be removed when picking flower and the inventory is full

- Make the Equippeditem stay in hand after item is removed from inventory

- Make the Visible-effect happen with Pickups as well (Arídite Crystal)

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# 9. Ghost: 4 days

- Make Ghost Movement

- Make Ghost Capture Mechanic

- Make the “Ghost Capturer”

- Make so that the “Captured” animations work on the GhostCapturer

- Make the “Rotation Blades” function when active

- Make the Material change based on the captured element

- Make it so that only the amount of available Slots can be captured

- The GhostCapturer will not function if full

- Make a possibility of releasing the captured Ghost

- Make GhostMovement

- Idle

- Movement

- Flee

- Make the ghost stop for 1 second before starting to Flee

- Make Moving to the side

- Make moving Up/Down

- Attack

- Make Ghost Tank

- Ghost can be placed in the Tank

- Ghost can be removed from the Tank

- Change LookAt-Image to “Ghost” and “Release with R” instead of “GhostTank” and “Place with E”

- Display Energy left in Ghost, on the TankDisplay

- Make Ghost visible and having animations in tank

- Add sound options to the animations

- Make “GhostTank’s” activeAnimation when ghost is inside

- Change Material of GhostTank to the element of the Ghost inside it

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# 10. BuildingBlocks & MovableObjects: 4 days

- Rebuild BuildingSystem

- Make BuildingObjects be spawnable and move at ground-level

- BuildingBlocks

- Furniture

- Machines

- Make Objects not solid when in ghostObject form

- Make Furniture & Machines ghosts get “red” if colliding with other Furniture & Machines

- Make no Object able to move up Walls

- Change Layer to be other than “Floor”

- Change all places where “Floor” now is used

- Make Floor\_Blocks snap to all Blocks, even if “WallBlock” is in the way

- Make so BuildingObjects cover from the Sun and/or adding warmth if under a Block

- Make BuildingBlockObjects snapping

- Use old math code to calculate the snapping

- Insert Requirements to placement (can cannot place)

- Fix Rotation on buildingBlockGhosts when snapping, to face the intuitive way

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

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

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

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

- Rebuild the BuildingSystemMeny for the Tablet

- Make all new Selectable Objects

- Make functionality to change the “selected”-state

- Make All \_SOList

- Make Saving/Loading for “isActive” in the \_SO-lists, for “Blueprint” functionality

- Make sure correct info is displayed on screen for the “BuildingHammer”

- Remove BuildingObjects using “Axe”

- Make so that correct resourceInfo is displayed on playerScreen for the “Axe” (when removing items)

- Make All “BuildingBlock” Models

- Control that they work as intended

- Texture

- Placement

- Snapping

- Rotation reset

- 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

- Reset to SaveState if player exits the Hammer/State

- Save playerPos only when moving on a BuildingBlock

- Use the Down-raycast from PlayerMovement to check if the Collider = BuildingBlock

- Make MovableObjects placing and spawning with correct info in them (and Saving/Loading)

- Chests

- Give correct stats when placed

- If removed, spawn all items that was inside to the World

- Make the medium Chest Object

- Ghost Tank

- Saving/Loading

- Position/Rotation

- States

* Import Working Doors
  + - Make the DoorObject Interactable with “E”

**Extra:**

* GameOver functionality
  + - Lose all items in inventory
    - Respawn at spawn pos
    - Saving/loading on BuildingBlocks
* Cooldown on EquippedItemButtonSpam
* Induvidualize Cracking Texture on OreVeins
* Add “No Items Researched” in the Crafting Table to start with
  + - As long as no Items are in the “ResearchedList”
* Make “Folders” for Save/Load for:
  + - JournalPages
    - BluePrints
      * Make functionality for more than 1 Blueprint in 1 InteractableObject
    - Arídia Key
    - AriditeCrystal
* GhostPool
  + - Check out why the GhostPool isn’t making any ghosts at the start of the game
      * Or I it that they don’t spawn in Ghosts after a “Windy” day?
* Insert Ghost “Jump” animation when it’s targeted
* Add “+” to MainButtons in the JournalPage Menu
* Add some PlayerJournals to give the player along the way
  + - Starting – Arídia Entrance and Keys
    - Ghost Capture Holding
    - ArídiaKey Holding
    - ArídianCrystal Holding
    - First time Opening the Tablet
    - First time in a CraftingTable
    - First time in a ResearchTable
    - First time in a SkillTreeTable

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# 11. Blueprints, Journal Pages, Arídea Keys & AríditeCrystal Spawning: 1 day

- Make Saving/Loading

- WorldObjects (“X\_Parent” the same way as for Plants, OreVeins and Trees)

- Blueprints

- Make Save/Load

- Make functionality for more than 1 Blueprint in 1 InteractableObject

- Make the Prefab

- Make the “+” in the BuildingMenu for new Objects

- Journal Pages InteractableObjects

- Make Save/Load

- Make the Prefab

- Make a “pling” sound and visuals when receiving a Journal Page

- Make the “+” in the JournalMenu for new Objects

- Arídia Keys

- Make Save/Load

- Make the Prefab

- Make InventoryItem

- \_SO

- Images (2x2) & IconsetUpdate

- Make Arídea Keyhole in the Gate

- Give functionality of placing the Key

- Rotate the Key, with animation from Mathias

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# 12. MovableObjectMenu: 1 day

- 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"

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# 13. Machine - Crop Plots: 2 days

- Make the Crop Plots

- Add Growth functionality

- Add WaterGhost attachment

- Make Connection system between Ghost Tank and Machines (and this object)

- Make Machine connection system

- Make GhostTank Element Draining System when connected to this machine

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# 14. Playtest setup – 1 day

* Make CropPlots
  + - Make Connection to GhostTank
    - Make GhostElementDrainingValue
* Fix everything from the school playtest day
* Make cover for BuildingBlocks
* Remove the “GlueStick” from the BuildingBlock\_Reward
* Fix error with Drinkable cannot refill in water (check the water In MainScene)
* Make a build

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# 14. Machine – Extractor: 2 days

- Make the Extractor Machine

- Add WaterGhost attachment

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# 15. Machine – Lamp, Spotlight: 2 days

- Make the Lamp

- Make the Spotlight

- Make “flickering” effect for the one Lamp inside the “Entrance to Arídia” (to show the player that the images on the wall is invisibleObjects)

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# 16. SkillTree: 3 days

- Make the “Tool”-Panel

- Make the “Player”-Panel

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

- Add to the trees if getting more ideas

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

- Load finished Perks based on the bool-list

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# 17. Sound Gathering: 3 days

- 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

- After a long time of silence

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

- Sunny

- Cloudy

- Windy

- Cold

- Day

- Night

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# 18. Pause Game: 1 day

- Make a “Pause-menu” when pressing “ESC”

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

- Be able to Save from PauseMenu

- Be able to quit to MainMenu from the PauseMenu

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# 19. Main Menu: 2 days

- 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

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

# 20. Polish

- Machine Upgrades

- 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

InvisibleLight – Flashlight

* Make the Flashlight InvisibleLight forward, not in a sphere

Item Border highlight

* Make the border on an item when looking at it

Arídian Flower Patel

* Let Items (Arídis Flower Petal) become visible again after being invisible

BuildingSystem

* Make so that FloorBlocks Snapps outwards from Ramps

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