**9 days remaining**

**9days** left to complete the tasks

Total: **11 days** (0 days 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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# 13.5. Playtest setup – 1 day

* Make CropPlots:
  + - Make all Seed Item Prefabs
    - Make growth functionality (Saving/Loading system)
    - SavingLoading stats of Ghosttank and CropPlots
    - Make x2 and x4 CropPlots work
    - Make Connection to GhostTank (Water Ghost)
    - Make GhostElementDrainingValue, based on the CropPlot
* Fix everything from the school playtest day:
  + - “Research”-InfoImage stays when exiting the ResearchTable
    - “+” doesn’t go away in the CraftingTable
    - Remove Sword from craftingList
    - Give a message to say that “Furniture/Machines” needs a Floor to stand on
    - Items not pickable from straight down
    - Tools Spawns in the world when they break
    - Containers cannot fill in water
    - Increase HealthParameterSpeed
      * HeatResistance & MainHealth (up and down)
    - Make not craftableItems grey in the ResearchTable
    - Cannot Jump when standing on a slope with more than 46 degrees
    - Always spawn at GameOverPos
* Extra:
  + - Make cover for BuildingBlocks
    - Remove the “GlueStick” from the BuildingBlock\_Reward
    - Make running faster - x2.5
    - Remove 4 of the 5 WeatherReport-boubles
    - Sjekke at StoneBuildingBlock Blueprintet ikke innholder «Diagonals»
* Complete Build:
  + - Make so that the player increase HeatResistance of standing in water
      * Add to the “cover”-list
    - Check that all Wood BuildingBlocks is active upon NewGame
    - Check that everything works in the MainScene (after merging)
* New List:
  + - Fix that Hotkeys can be assigned to all Items (only EquipableItems)
    - Change “+”-icon
    - Open Tablet in the menu that was opened when closed
      * Back to “last saved of the standard menus” if interact with a furniture”
    - Remove FOV in Settings
    - PlayerCollision
      * Can walk down stairs
      * Cannot jump inside
      * Set Camera to CrouchingHeight

Move CapsuleCollider down to not get a big head

* + - * Fix Crouching doesen’t work
    - Add “None”-slot to BuildingMeny
    - Add text to ResearchTable
      * “Researching items may open new crafting recipes”
      * Change textColor to orange in ResearchTabe and CraftingTable
    - Keep recently read JournalPage open when entering JournalMenu again
    - Increase area of Crystal to 5
    - Make bigger text in JournalPages
      * “GameOver”-entry in Journal

Rewrite all ChatGPT-text in journal

Check for writing errors

* + - DropSystem of Trees/OreVeins
      * Change to be individual to Objects
      * Wood: +0/+1
      * Stone: +1/+2
      * Cryonite: +2/+3
    - Don’t access ghostBuildingObject when holding it in hand
    - Increase speed on healthParameters slightly
      * Increase MainHealthParameter some more than slightly
    - Remove “Close Tablet with “E” ”
    - Insert StartCutscene
      * Freeze player movement/Interactions in an area around the entrance
      * Rotate camera to ghost, and let it follow ghost
      * Play ghost animation
      * Make Crystal visible at drop position
      * Save/Load animationTriggger

Set crystal to “hidden” if trigger hasn’t happen

* + - Calculate FallDamage to y-directionDistance
    - Remove “Credits”-image after 5 seconds
    - Make Flashlight appear in CraftingTable
    - Make LoadingScreen
      * Start Visible
      * Make hidden 2 second after all other loading is done
      * FadeOut-effect
    - Check that everything works without a “data.game”-file
    - 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 Arídean Lamp
  + - Make “flickering” effect for the one Lamp inside the “Entrance to Arídia” (to show the player that the images on the wall is invisibleObjects)
* Make the Spotlight

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# 16. SkillTree: 3 days

- Make the “Tool”-Panel

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

- Add to the trees if getting more ideas

- For Making a Perk:

1. Add entry in “PerkValues” in “PerkManager”

2. Add entry in the “UpdatePerkValues()” in “PerkManager”

3. Add Perk to Tablet

4. Fill out its stats

5. Add the PerkValue to the designated script

- 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 & Music: 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

* LoadingScreen
  + - Is up as long as things are loading in
    - Keep lading 2 seconds longer than the “DataManager.Instance.hasLoaded”

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# 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

UI to Trees & Cactus

* Add UI, same as Plants
  + - What resource do we get
    - What is the growth time

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