

What Lies Beneath - Menu System Milestone #2

October 10th, 2022

Milestone 2 - Report #1

What Has Been Done(<https://imgur.com/a/WXMJxBV>):

Pausing the Game - I have done it in such a way that the pause, if the decision is made, to just pause the player input, and allow all other objects to continue to operate, we can do that. This means that Monsters/Enemies could continue moving/attacking. Right now, it does a hard stop, but we can implement this if you would like.

Colour Overlay has been added in the pause window to indicate health. A shader may want to be implemented for a more dynamic effect later on.

Menu Screen - a first draft has been... drafted. Nothing is connected, but if the layout needs to change, please do let me know.

Global Player State has pretty much everything sketched out. I just haven't marked it complete as I would like to test calls and pass values to the programming I have done to add/remove, etc.

Challenges/Lessons Learned

I already had an idea about minimizing the Game window to match the Silent hill Style, but I didn't realize I had to also manually zoom in and out the camera with the movement, thought if I had it going through a viewport, I could stretch/resize from there. I ended up adding a function to the camera that if it detects the canvas size change, and it's in a viewport, it zooms the camera in based off of the change in viewport, and centers the camera to the player's face.

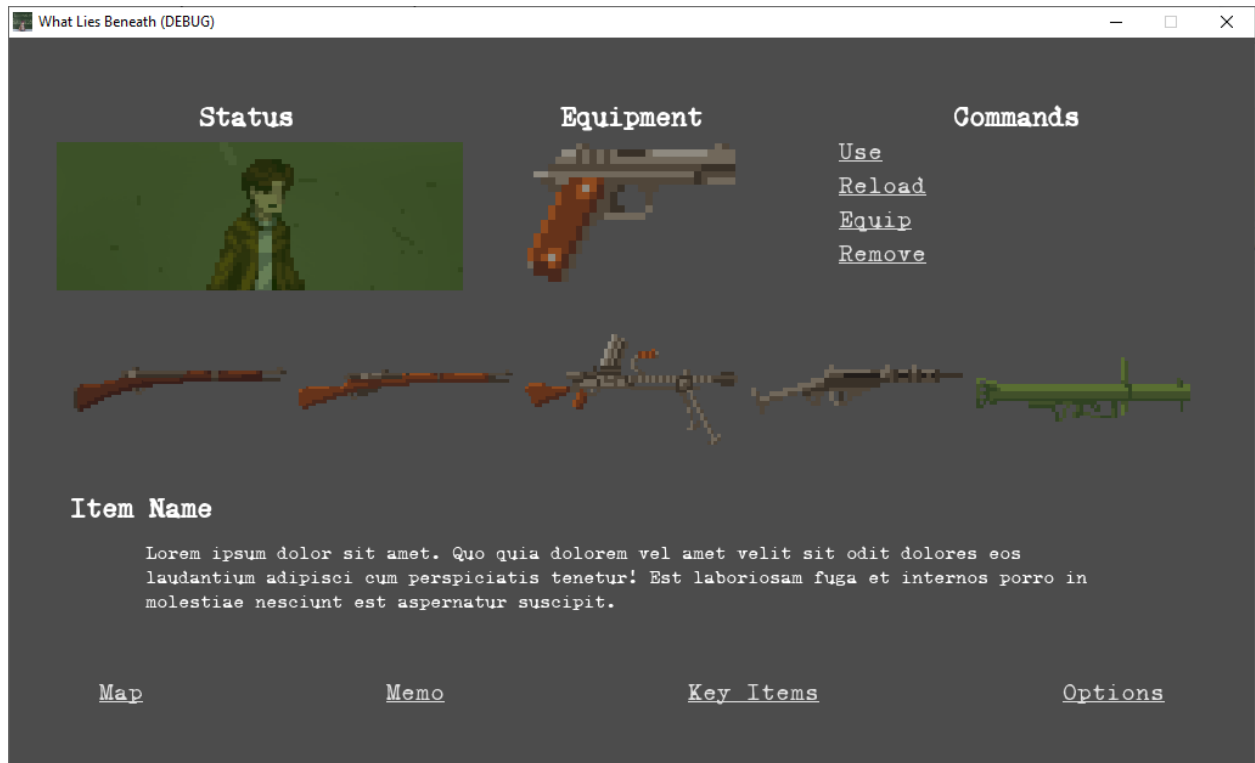
Next Steps:

Will be building out sketches of the Map Scene, Memo Scene, Key Items, and Options.

Will be connecting Options > Audio Options up

Input Required:

Please have a look over the Menu Page found on Imgur, and below, and provide any feedback. Fonts can easily be changed, I will have a look for a Font that matches your video, but just encountered a free commercial-use typewriter font in my travels that I thought to use as a placeholder. Weapons are placeholders from: <https://kepons.itch.io/world-war-2-weapons> and also commercial use. Licenses are also stored in the project folder.



Though not as important until we get to combat, did you want the menu button to pause the game, or to merely take control away from the player.

Delivered in Commit 000000(Menu System Branch/main)

- ☐ Silent hill style ([scrolling inventory](#))
 - ☐ Options to: Use, Reload, Equip, Remove
 - ☐ Gun Equipment Slot
 - ☒ ~~Still Screenshot of the Game in the top left with colour overlay indicating health~~
- ☐ Map option - Placeholder Screen
- ☐ Memo - Journal Pages
 - ☐ Left right over Journal Objects
- ☐ Important Objects
 - ☐ Shows Keys
 - ☐ Shows Map Fragments
- ☐ Options with: Music and Sound Control
- ☐ Global Player State
 - ☒ ~~Health~~
 - ☐ Equipped Item
 - ☐ Inventory
 - ☐ Important Inventory Items

- ☐ Map Fragments
- ☐ Location