What Lies Beneath - Combat Milestone #5

December 5th, 2022
Milestone 5 - Report #2

What Has Been Done (https://imgur.com/a/KjF4krZ):

Added small particle effect - this provides a small impact to visually show hit on monster

Added Melee Attack Animation - Just a placeholder animation was added (as I am not an artist) but included the hit boxes.

Added processes to pass Damage through Bullets and Melee attacks

Limited bullet Positions - Setup a default position for the gun aim. Taking over the mouse and forcing it to sit in one of the given positions. It has a neutral position, then an Up/Down Position based on if you have Up or Down held down. This is just a quick tweak to the mouse positioning, so it will 'shake' when moving the mouse, and locks the mouse until you put the gun away. This quick alteration is just to see if the concept is something you want to proceed with.

Lessons Learned

The AnimationPlayer was controlling the shape of melee impact. After much troubleshooting, I found that having the CollisionShape being modified causes the area signaling to fail unless enough time is passed for the physics engine to catch up. So instead, I create the shape of the weapon in the CollisionShape and leave it's form, and animate the movement of the weapon.

This means you can control the hitbox easily through your animation player.

Next Steps:

Add a melee Animation Placeholder, with hitboxes. If you have an updated Ethan sprite sheet with him attacking, let me know and I can include the animations and match up the hitboxes to the animation frames.

Taking Damage will start up after that. With the Syringe, did you want a hotkey using the Syringe (currently plants placeholder), or have to go to the menu every time?

Delivered in Commit c08bf9b(Combat)

- ☐ Player Combat
  - ☑ ~~Melee Animation~~
  - ☑ ~~Check on Hit/Provide Damage~~
  - ☑ ~~Taking damage~~
  - ☐ HP Recovery (Syringe)
  - ☐ Game Restart
- ☑ ~~Additional Features~~
  - ☑ ~~Limit Gun fire to 3 positions, Neutral, Up and Down~~

Delivered in Previous Commit ae25eef(Combat)

- ☐ Player Combat
  - ☑ ~~Shooting Gun While Aiming~~
  - ☐ Melee Animation
  - ☐ Check on Hit/Provide Damage
  - ☐ Taking damage
  - ☐ HP Recovery (Syringe)
  - ☐ Game Restart
- ☑ ~~Player Inventory~~
  - ☑ ~~Check Equipped Item (Gun)~~
  - ☑ ~~Provide Damage on Check~~
- ☐ Additional Features
  - ☐ Limit Gun fire to 3 positions, Neutral, Up and Down