

What Lies Beneath - Player Movement Milestone #1
September 26th, 2022
Milestone 1 - Report #4

What Has Been Done:

Added a custom Icon for the Project + Loading Splash Screen to be replaced at a later date.

Removed Laser Pointer commented out code. This can be pulled again from previous branches if wanting to reinstate that feature. Removing helps with readability of code.

Cleaned up some Comments

Challenges/Lessons Learned

Nothing really of note, in refactoring some code, just being careful to ensure no different behaviors occur with the changing of the code.

Next Steps:

Going to take the Falling off of a box to be a 2d point associated with the fall zone, to make it a bit easier to visually set the fall point, versus just a number. Will play with that feature as well for levels by taking the difference in the point to the Fall Zone, so there is a dynamic range in the landing zone.

Continue to tidy up and refine some code, and produce a document for close out of this milestone. Please pass along anything you would like to see or make changes to and will try to complete the iteration within this milestone.

Delivered in Commit 6e53d80(Player Movement Branch/main)

Added Loading Splash Screen and Project Image placeholders

Cleared out old code

Refactor some functions

Previous Delivered(Commit f212a26):

- ☒ General Movement
 - ☒ Walking
 - ☒ Running (Hold Shift)
 - ☒ Hidden Stamina Bar New
 - ☒ Climb Ladder
 - ☒ Fall/Drop

- ☒ Interactions
 - ☒ Push/Pull Box/Climb Box
 - ☒ Kneeling (Looting/Interacting)
 - ☒ Interactable Object (Shimmer)
- ☒ Basic Combat
 - ☒ Aiming (across the walkable axis)
 - ☒ While Aiming you can only Walking
 - ☒ Button to pull out gun
- ☒ Game Camera
 - ☒ Dynamic Camera Primarily on Character