

What Lies Beneath - Player Movement Milestone #1

September 19th, 2022

Milestone 1 - Report #3

What Has Been Done:

Pushing/Pulling on the box now is fully functional. As of right now, to climb the box, you have to interact with the box to Push/Pull, and then press up to climb up the box.

The box has its own floor, and is currently using a second floor as well. There are 3 floors allowed per level, but can increase that scope if you foresee multiple floors needed.

All goals for base delivery have been completed at this point.

Challenges/Lessons Learned

Climbing the box may look a little chunky, but will be refined on sprite animations. Solutions in ladder climbing to switch floors were utilized for the box climbing, but multiple automated steps needed to be triggered on position triggers.

Next Steps:

We have completed the main deliverables of the milestone, but will not be submitting this till the end of the month. Please provide updated sprite sheets and I can program/add in the additional animations.

For missing animations for the player, I have the following list:

Missing Animations:

- Aiming pistol
 - Raising Pistol
 - Lowering Pistol
- Climbing Down Ladder
 - Climbing Down to Standing
- Climbing Up Ladder
 - Climbing Up to Standing
- Climbing Up Box
- Standing to Falling
- Falling
- Landing
- Idle
- Idle Pistol
- Pulling Box
- Pushing Box
- Push/Pull To Standing
- Push/Pull Idle

Now that tasks have been completed as well, I will be looking at cleaning up the codebase to make it more readable, and a bit more modular.

Delivered in Commit f212a26(Player Movement Branch/main)

- ☒ ~~Interactions~~
 - ☒ ~~Push/Pull Box/Climb Box~~

Previous Delivered(Commit e3e9e3a):

- ☒ 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