What Lies Beneath - Menu System Milestone #2
October 17th, 2022
Milestone 2 - Report #2

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

Added audio cues for button presses and background music

Added Map, Memo, Options, and KeyItems screens with Transitions

Options has working Audio Controls

Memo has working Journal Pages loaded from the Player Inventory

KeyItems has a working display of working items, with an easy to edit CSV sheet to keep track of and adjust item names, displays, and order.

Added movement for equipment list

Challenges/Lessons Learned
Just some minor issues:

Had an issue with the importing of the csv sheet treating everything as unlocked, the reason was that using bool(FALSE) will return true, bool will only turn false in bool(""). Corrected by checking if unlocked == "TRUE"

Editor was reporting a recursive function between calling Inventory.KeyItems.new() within the global function of InventoryList. Took longer than expected to resolve. Issue ended up being with the editor, just needed to do a restart/reload of scripts.

Next Steps:

PlayerInventory with infinite scroll to be completed, along with a context menu linked up.

EquippedItem logic

Back-end Map Fragment logic to be completed (no visual display until Milestone #4)
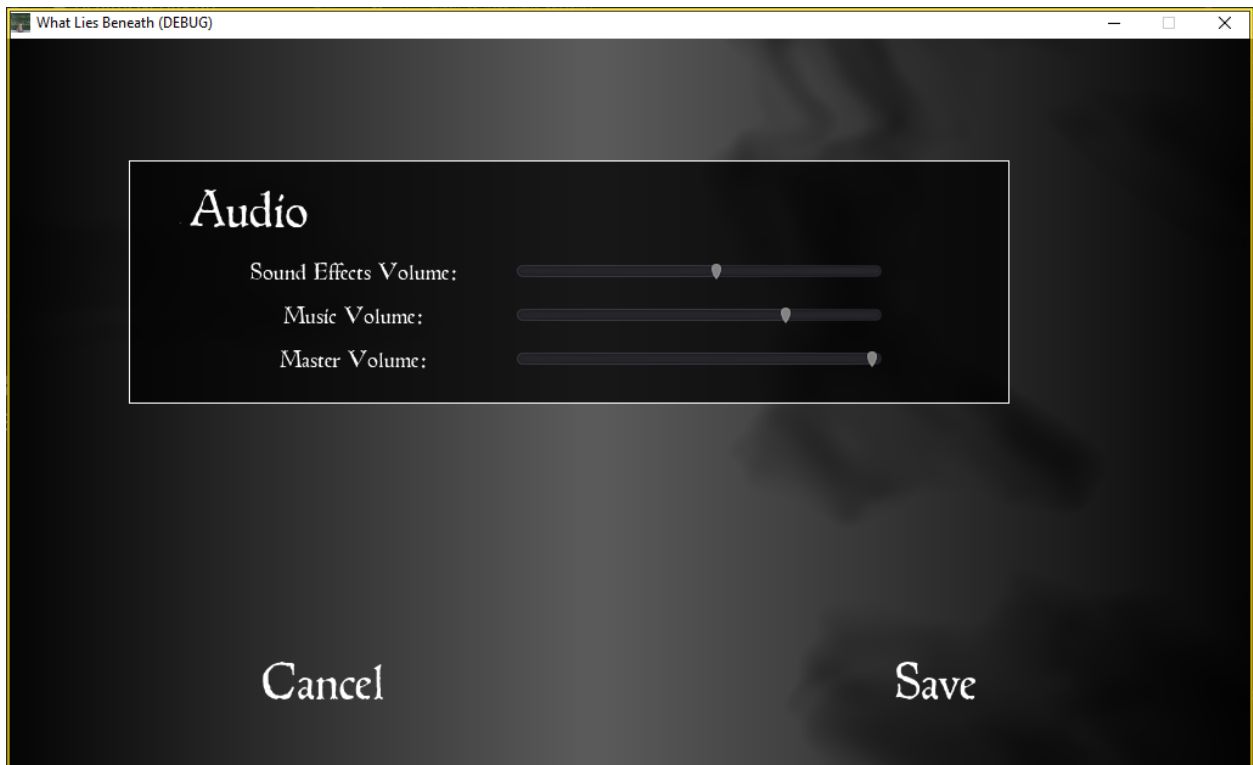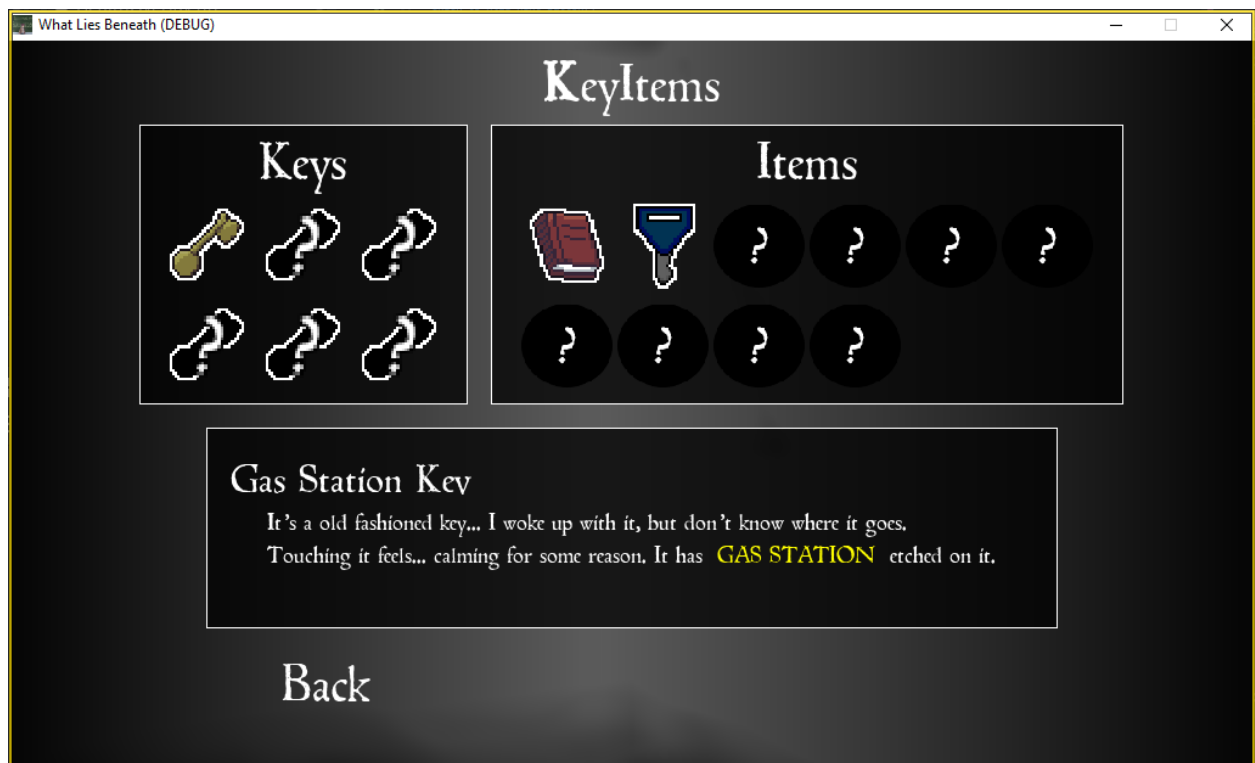
Back-end Location Logic

Input Required:

Please have a look over the Options, KeyItems, Memos, and the transitions between them. Let me know if you would like to iterate on any of these designs. Please note, I am not an artist like yourself, so please understand that assets are placeholders and made quickly to check functionality, and can be easily replaced. My eye for design can be weak, so anything you would like to see changed immediately, let me know.

Assets being used do include the license as well (free and commercial use) incase you end up wanting to use them in a finished product.

Screens for Review:

Memo

Glumrest

Back

KeyItems

Keys

Items

Gas Station Key

It's a old fashioned key... I woke up with it, but don't know where it goes.
Touching it feels... calming for some reason. It has GAS STATION etched on it.

Back

Delivered in Commit bed8047(Menu System Branch/main)

- ☐ Silent hill style ([scrolling inventory](#))
  - ☐ Options to: Use, Reload, Equip, Remove
  - ☑ ~~Gun Equipment Slot~~
- ☑ ~~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
  - ☐ Equipped Item
  - ☑ ~~Inventory~~
  - ☑ ~~Important Inventory Items~~
  - ☐ Map Fragments
  - ☐ Location

Delivered in Commit 8c626a1(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