What Lies Beneath - Combat Milestone #5

November 28th, 2022
Milestone 5 - Report #1

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

Checking Gun equipped - checks to ensure if a gun is equipped to pull out weapon and check if ammo is loaded in gun

Fire gun - Firing Gun deals damage to monster and passes damage and updates to target.

Created Scalable Animation nodes - Though it can be a bit messy looking on the Animation Tree as a separate 'web', a separate web with animation nodes will be needed for each weapon type, Code will look for the same animation states of Ethan to do the following ([GUN] = the weapon type)
- Pulling_Out_[GUN]
- Idle_[GUN]
- Raising_[GUN]
- Aiming_[GUN]
- Shooting_[GUN]
- Lowering_[GUN]
- Walk_With_[GUN]
- Putting_In_[GUN]

This allows you to use custom animations if gun animations should take longer, or additional states need to be played in between, and this can be done based on the gun.

Small bug fix - Stopped a small bug from stopping a gun from being lost when equipping another weapon overtop of it.

Next Steps:

Will need to limit gun range movement to 3 positions to match the Lone Survivor combat structure.

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 with using the Syringe (currently plants placeholder), or have to go to the menu every time?

Delivered in 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