



## Off the Ground Games

# What Lies Beneath - Enemies/Save Point Milestone

January 16th, 2023  
Milestone 6 - Report #1

What Has Been Done (<https://imgur.com/a/uLki7Lm>):

**Removed Interactions Text** - Just removed the Text, the UI Button Prompt can be relocated to any location on the Player Sprite.

**Added Idle and Walk Animation to CuddleBuddy**

**Added Movement AI to CuddleBuddy** - Cuddle buddy will decide if he wants to idle, walk, or turn around. If the player appears before him, he will forget what he's doing and charge. If the player is no longer in his small field of vision, he will resume deciding on what he wants to do.

**Added Saving State of Enemies** - Added Saving State to Enemies much like interactable Objects.

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## Next Steps:

Add a flag to let the level determine if it wants to save enemy states

Will start working on some of the lighting requests

Add an 'attack box' for the CuddleBuddy to stop charging and to begin his attack animation.

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## Delivered in Commit 57fafc8(Milestone6)

- ☐ Enemy AI Types Created
  - ☐ CuddleBuddy – The remnants of a person. Doesn't focus on the player and shuffles on its own, until it sees the player and goes straight to the player.  
Takes 2-3 hits
- ☐ Enemy Interactions
  - ☒ ~~On Player Touch, Damages Player~~
  - ☐ Attack Animations
    - ☐ Attack hitboxes
    - ☐ Critical hitbox damage
  - ☐ On Kill Logic
    - ☒ ~~Enemy is destroyed and corpse on ground~~
    - ☐ Corpse is lootable
  - ☒ ~~On Entry, Enemy States are stored and loaded back~~
  - ☐ Option for Level to ignore saving the enemy to reset enemy placement
- ☐ Object in world where the character can save
- ☐ Start Menu
  - ☐ New Game
  - ☐ Load Game
  - ☐ Quit
- ☐ On Death, Load Last Save
- ☐ Item Usage Enhancements
  - ☐ Use Items on World Objects
  - ☐ Combine Items in Inventory
- ☐ Lighting Enhancements
  - ☐ Flashlight for Ethan
  - ☐ Flashlight Button
  - ☐ Dark Option for Level
- ☐ Clean-Up
  - ☐ Connect the new audio files for the following actions:
    - ☐ Dry Fire

- ☐ Shooting
- ☐ Reloading
- ☐ Walking on wood/Concrete
  - ☐ Area2D to inform which file to play
- ☐ Add Crowbar Animation Walking Animation
- ☐ Update Crowbar Attacking Animation
- ☒ ~~Remove the text on the interaction~~