Off the Ground Games

What Lies Beneath

Fiverr Milestone Overview - Milestone #4 Completion

Links

Imgur Link of Gifs: https://imgur.com/a/PoYdQxf
Github Link: https://github.com/ConnorBS/What-Lies-Beneath

Interactable Object Updates

Interactable_Objects now have additional editor options and a few things of note.

Object Name: If this object is either something you want to track, you need to apply a name to it so we can save the state and know where to load it. For locked doors, it also uses this name to report the "[Object Name] is locked."

Key Needed: If the string exists in this field, it needs to match up with a Key. It will only allow the Scene to Change Location to be loaded up and a transition to the new scene will occur when the key is in the inventory.

Scene To Change Location: If a location is in, this changes the Interactable Object into a specific door/scene transition item.

Inventory Items to Add: An infinite array that you can add an array of 2 items. First should be the item string name, and the second should be the quantity of said items.
Key Item To Add: String of the item name to add into Player Inventory
Map Pieced To Unlock: String of the map item in the csv

All these items will show a popup window that will be played after the dialog window.

Saving is done with the PlayerState Global Value, and is currently saving the dialog and overhead count, and if the items have been collected. If the one_time flag is true, and the dialog count is already >= 1, it will remove any interaction with the object on load.


Review of Structure

MapFragments.csv

This CSV file is just broken up of two different types of data. NameOfMap column is the string of the map fragment you want to offer. MapUnlocks# columns are level names of which maps you want to unlock when that map fragment gets picked up. It's currently limited to 7, but you can easily expand it however long you want it.
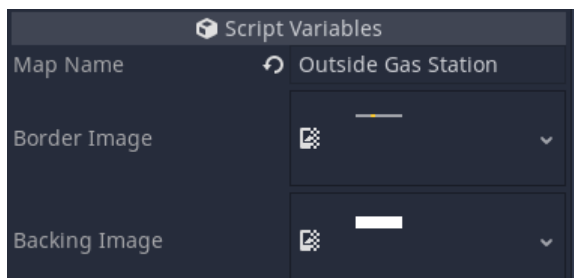

Map Menu Node Structure

Map Menu Node has a viewport with a camera to allow for click and drag + Zoom functions.

The Map nodes can be duplicated and add additional rooms under the MapManager.

Map Nodes animate themselves based on the states found in PlayerState and PlayerInventory (checking to see if they are uncovered and if the player is in the room currently).
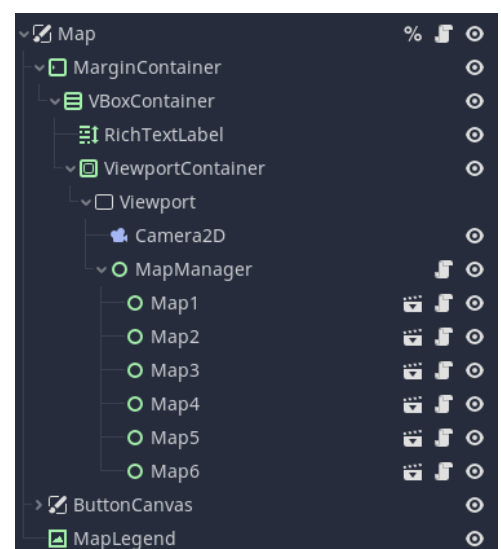
The Map Node requires your:

Map Name: Should match your Level Name for the map it displays

Border Image: The white line+coloured doors png file.

Backing Image: a white background that is the fill for the Border Image.

Positioning of these images is actually done within your photo/art editing software. Just export the shapes in the position with the full empty canvas, and the layering of the image will preserve your map when importing it into godot.

This not only keeps everything positioned correctly, but the layering allows the Map nodes to animate the images (Colouring red, green, etc.) and is why these images should be White.

You can view the example of the file in Illustrator found in res://Assets/Maps/

Milestones

Player Movement Milestone (Commit 07baaef in Movement)

- ☑ ~~General Movement~~
    - ☑ ~~Walking~~
    - ☑ ~~Running (Hold-Shift)~~
    - ☑ ~~Hidden Stamina Bar~~
    - ☑ ~~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~~

- [x] ~~Button to pull out gun~~
- [x] ~~Game Camera~~
  - [x] ~~Dynamic Camera Primarily on Character~~
- [x] ~~Additional Features~~
  - [x] ~~Splashscreen~~
  - [x] ~~Project Image~~
  - [x] ~~Level Change~~

Menu System Milestone(Commit f218118 in Menu)

- [x] ~~Silent hill style (scrolling inventory)~~
  - [x] ~~Options to: Use, Reload, Equip, Remove~~
  - [x] ~~Gun Equipment Slot~~
  - [x] ~~Still Screenshot of the Game in the top left with colour overlay indicating health~~
- [x] ~~Map option - Placeholder Screen~~
- [x] ~~Memo - Journal Pages~~
  - [x] ~~Left right over Journal Objects~~
- [x] ~~Important Objects~~
  - [x] ~~Shows Keys~~
  - [x] ~~Shows Map Fragments~~
- [x] ~~Options with: Music and Sound Control~~
- [x] ~~Global Player State~~
  - [x] ~~Health~~
  - [x] ~~Equipped Item~~
  - [x] ~~Inventory~~
  - [x] ~~Important Inventory Items~~
  - [x] ~~Map Fragments~~
  - [x] ~~Location~~

Dialogue Milestone (Commit 8f60f51 in Dialog)

- [x] ~~Dialog with branching options as well as object Inspection~~
- [x] ~~Interact-able Objects in Level where it triggers dialogue~~
- [x] ~~Interact-able Objects in Level where it triggers text above the player's head~~

- ☑ ~~Save Dialog Choice Tree in Global Player State~~
- ☑ ~~Additional Features~~
    - ☑ ~~Animation for scene changes~~
    - ☑ ~~Voice Over for Journal Entries~~

Map System Milestone (Commit 632a2d6 in Map-System4)

- ☑ ~~Collecting fragments of maps to reveal more of the map (accessible via the menu system)~~
- ☑ ~~Metroid Style Map where map highlights which location you are in~~
    - ☑ ~~Track if you have been in the space~~
    - ☑ ~~Track if the door is locked (show by X)- agreed in chat that coloured door direction is easier to develop/manage~~

Combat Milestone

- ☐ 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

Enemies Milestone / Save Point Milestone

- ☐ Enemy AI Types Created
    - ☐ The Lost – 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
    - ☐ Rabid Dog – Sprints to player on line of sight.

- [ ] Enemy Interactions
    - [ ] On Player Touch, Damages Player
    - [ ] Attack Animations
        - [ ] Attack hitboxes
        - [ ] Critical hitbox damage
    - [ ] On Kill, Enemy is destroyed and removed
    - [ ] On Entry, Enemy States are stored and loaded back

- [ ] Object in world where the character can save
- [ ] Start Menu
    - [ ] New Game
    - [ ] Load Game
    - [ ] Quit
- [ ] On Death, Load Last Save