



Off the Ground Games

What Lies Beneath - Map Milestone #4

November 14th, 2022
Milestone 4 - Report #2

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

Dialog Pop-up outlining player pickup - Using Dialog Window to provide the updated information, and allows multiple Dialogs to be queued up so it doesn't stack over each other.

Doors Unlocking mechanic - Uses KeyItem to check door lock, if locked and no key, produces dialog advising that object_name is locked. Otherwise it will let the player pass

Legend added - png that floats on the top right.

Updated Title of Map to the room name - Changes title to match room name. If no map is collected that matches the room, the title will write "???"

Created Title of Room to display on room entry - Added short animation to game camera to write the level name, or ??? if the map for the room hasn't been collected.

Next Steps:

Building a tracking system for item pickups to feed back into the PlayerState Global to save the states of the level. The plan of attack will be to create a dictionary with level_name->object_name {data packet}

This will only track Interactable objects that don't change scenes (like doors)

Room tracking of all item pickups - need to do this in an automated way so you can just add content to the game without worrying about linking everything up.

Delivered in Commit e22863e(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 the door is locked (show by X) — agreed in chat that coloured door direction is easier to develop/manage
- ☐ Additional Features
 - ☐ Room tracking of fully explored map (all items picked up)
 - ☒ Room Name Display on level entry

Previously Delivered in Commit 0b872c5(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)