

What Lies Beneath - Map Milestone #4
November 7th, 2022
Milestone 4 - Report #1

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

Completed Tweaks/iteration request for Milestone 3

Added some text on scene load to share the name of the level/room if it's in a map fragment you collected.

Added rooms to be filled into the map if you enter them

Added the current room you are in to flash

Added Map Fragment pickup

Added Map click and drag + Zoom In/Out feature

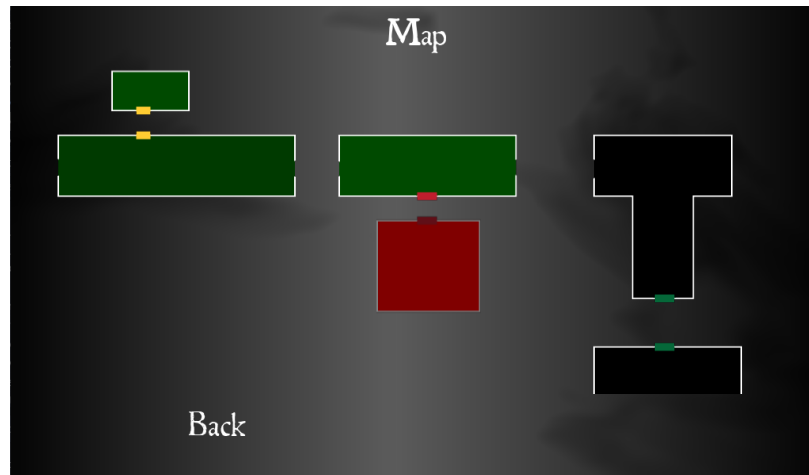
Challenges/Lessons Learned

I couldn't work out the logic of the doors turning green without it being visually confusing. If doors are locked, and the color indicates the type of lock that's on the door, you could 100% the room and you would:

1. Turn the door green but still being locked and inaccessible for the time being. Players lose the knowledge of what color the door is.
2. The door would remain the locked colour, but would only indicate that the room is 100% complete on unlocked doors.
3. Doors are part of the 100% room - This could work, but wouldn't necessarily be clear to the player. You also have the edge cases of having a player need to go through ALL doors for it to register a complete space. This may be frustrating in which you have branching paths and interconnected rooms, it's feasible they haven't gone through all the doors but collected everything/have all keys.

So I propose this as the idea:

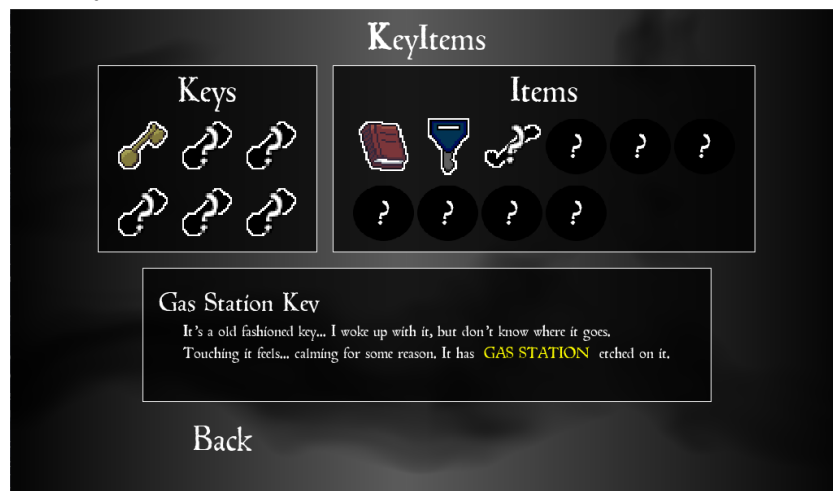
Instead of adjusting the door images, leave them as a static image of your map, and let the backing image read room states. I had black for explored but not 100%, and red for unexplored but mapfragment collected, so why not do the green for explored and 100%.



I feel that having the door colours always present will make it easier for you as a creator(less assets/manual placements), as well as can provide players a bit more of a landmark/help with recollection in the later game. Also, it's much more apparent where you need to go at a quick glance for 100%, or if you are lost and trying to figure out what you missed.

The doors are currently part of the White Borderline Image you see, but if you did want to break them up and treat each door independently on the map, and put some logic on the map doors, let me know.

Our Milestone reports that we show the door is locked by an X, but with the colour coded keys such as the Gas Station Key is Yellow (Image Below), this may be an easier way to relay the information to your players.



Seeing as this is now a full page and a half discussing this design idea/change, I am happy to hop on a call to discuss this further. Otherwise, if you like this modification to the milestone, please let me know in the chat, and I will proceed.

Next Steps:

Dialog Pop-up outlining player pickup

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.

Doors Unlocking mechanic

Adding a Legend

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)