What Lies Beneath

Fiverr Milestone Overview - Milestone #2 Completion

Links

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

Review of Structure
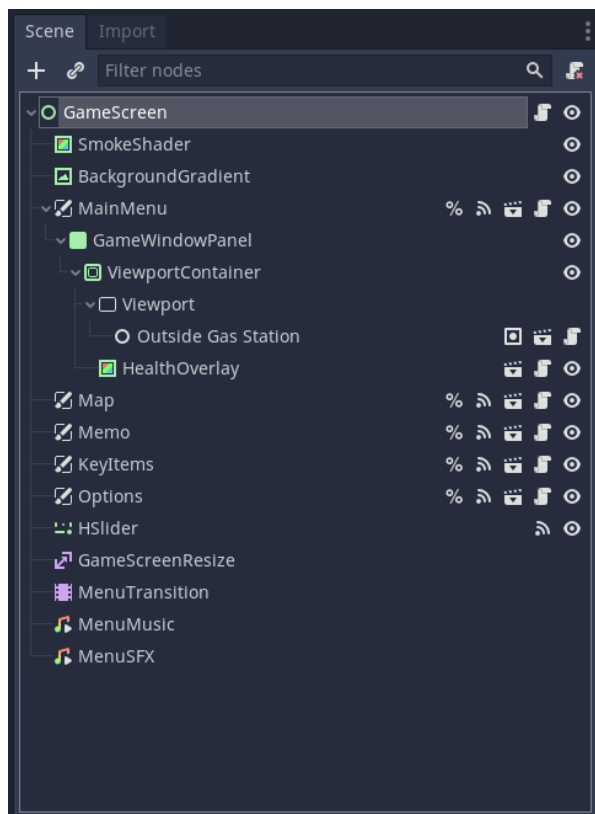
GameScreen Structure

Game is played through a viewport(seen as "Outside Gas Station"). This allows for the dynamic resizing of the menu, and screen overlay to provide the image of the game, and the static effect.

Hitting the Escape Key activates/deactivates the menu, or if in a sub menu, backs out to the MainMenu.

On clicks/keyboard inputs that cause scene transitions utilize the MenuTransition Player to adjust offsets, moving the menus in and out of the screen

Menu Music and Button SFX are all done through the GameScreen, to ensure if changes need to occur, you only need to change/tweak it in one spot

Hslider is just a troubleshooting slider we will keep in for the time being, but disabled in the main branch. It will be useful in testing states when Combat begins.

Menu Structure

The menu screens are broken up into 5 distinct sections, MainMenu, and the sub-menus Map, Memo, KeyItems, and Options.

They are all direct children in the GameScene to allow for their individual movement.

Item Class.gd

This script creates the Inventory class. This class contains many sub-classes like Items, KeyItems, JournalPages, and Maps.

We use this to create objects that we can then modify, compare, etc.


Inventory List.gd

This script imports csv's to create a dictionary library of items to call. This is done instead of just coding the dictionary itself because managing data tends to be easier in a spreadsheet.

If additional fields are needed, or you want to refactor the structure, you are probably only going to change the single lines of code defining what column goes into the Items' property, versus changing all 50 items dictionary entries.

It currently imports Items and KeyItems. Journal Pages and Maps aren't too intense that it would need a csv, but can be added by using a similar call if needed.

To use this list of items, you need to duplicate the item and store it in your Player Inventory, otherwise you will be referencing and altering the Inventory List Item. This is bad as if the player has 23 bullets and enters a new scene and you create an ammo box with 3 bullets, the player's ammo will change to 3 as well.

Main Menu
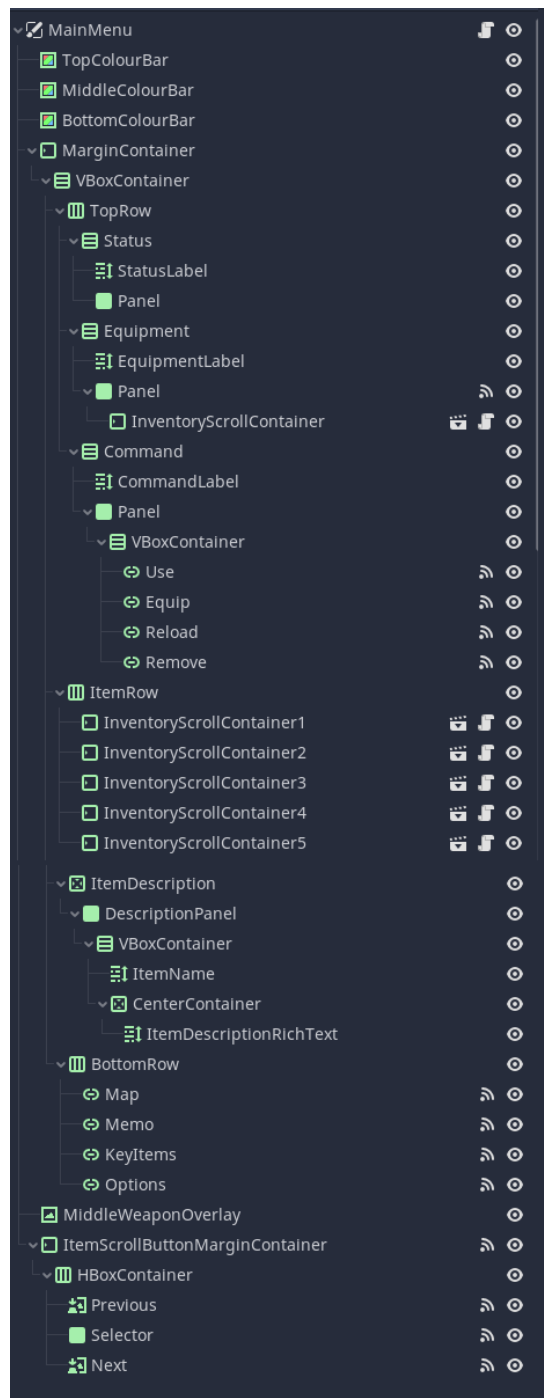
TopColourBar->BottomColourBar are the strips of black for the backing. A Margin Container is placed to provide boundaries and a series of HBoxContainers and VBoxContainers will allow you to resize the window with (hopefully) less headaches and heartaches, as they resize their children.

The top Margin Container contains the primary theme of the nodes below it, allowing you to make changes to it as you see fit in one location vs many.

The Panels are used to provide backing, but have self_modulate calls to turn red when need be.

CommandLabel has 4 link buttons. Code change will be needed if you want to add more/less. Equip/Unequip text changes occur in the code

ItemRow has 5 containers, but includes a 6th child if there are no items, as it hides all scroll contains and writes "No Inventory"

Item Description pulls from the item selected, and writes out the name in ItemName and the Description in ItemDescriptionRichText

Bottom Row are Link Buttons to other nodes, and just pass the values to the GameScreen

MiddleWeapon Overlay is a soft Gradiant to provide a bit more dynamic feel of the menu

ItemScrollButtonMarginContainer is an overlay for the Previous/Next buttons, as well as the red box for the item selected.

Options, Memo, KeyItems, and Journal just use elements of the above to create their independent screens

Cycling Items just updates the InventoryScrollContainers with a new item to produce this effect

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Audio Overview

Now that Audio and Options have been introduced, please note the audio bus.

All audio should ALWAYS be routed through the SoundEffect or Music Channel.
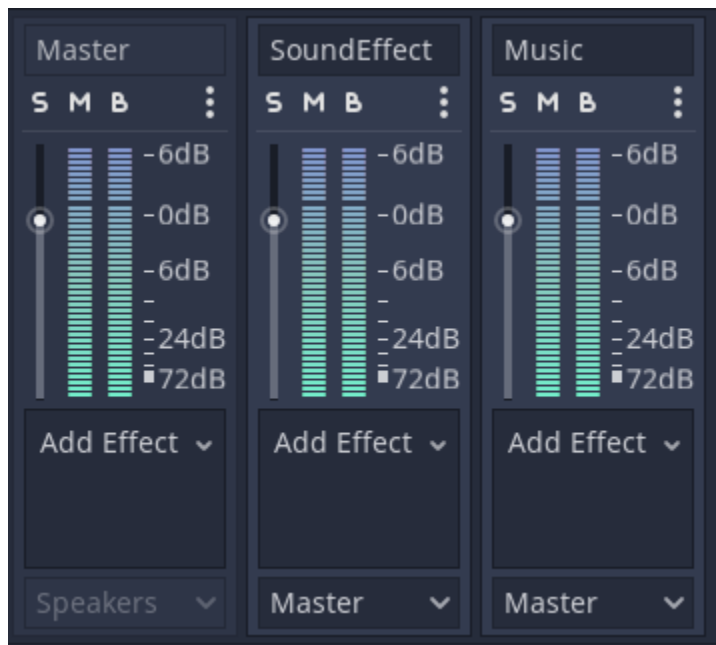
No AudioPlayer should ever go directly to the master, as there is nothing more annoying than getting that one sfx to blast your ears and can't be quieted.

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

Menu System Milestone(Commit f218118 in Menu)

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

Dialogue Milestone

- ☐ Dialog with branching options as well as object Inspection
- ☐ Interact-able Objects in Level where it triggers dialogue
- ☐ Interact-able Objects in Level where it triggers text above the player's head
- ☐ Save Dialog Choice Tree in Global Player State

Map System Milestone

- ☐ 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)

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