What Lies Beneath

Fiverr Milestone Overview

Player Movement Milestone
- ☐ 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

Menu System Milestone
- ☐ 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