FPS – Things to work on

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| To fix | * Walk cycle will not stop even if the player stops * GUIButtonPrompt does not work because it hasn’t been set up for the new input system * Weapon selector will not update when the player first opens it, only once they switch to something new. * Assault rifle fire mode switching animations * Enemy health meter doesn’t move correctly when aiming through the rifle scope * Fix dodging code to prevent the player from accelerating ridiculously fast and slamming into a wall * Fix melee attack and game menu buttons appearing despite not doing anything |
| Might need fixing | * Player camera sensitivity seems to be dependent on graphical quality setting. When on Very Low and Low, the sensitivity will be incredibly slow, and on Medium or higher the sensitivity will be incredibly high. * This seems to be occurring based on the VSync Count option. * Tweak walk cycle so steps play at the start of the cycle * Figure out math to show correct aspect ratio in options menu |
| To add | * Button remapping menu * More weapons * Grenade launcher * Hand grenade * Melee attack * Enemies * Objective system |
| Nice to add | * Tweak interact function so it auto-targets the interactable closest to the reticle * Experiment with button sequence-based reloading, for more gameplay ‘meat’ compared to pressing one button and watching an animation play out * Separate hitmarker for critical damage * Experiment with having player jump forward in the direction they’re aiming, for improved precision platforming. |

Resolution and refresh rate settings

Deathloop – two separate options for resolution and framerate, plus settings for adaptive FPS

Titanfall 2 – no framerate options except for adaptive target

ADS study

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Game | Ironsights |  | Red dot | Scope |
| Far Cry 3 | Seems to be exactly the same as what I have. |  | Red dot appears and disappears in the sight picture when aiming vs. hipfiring. Reticle is positioned forward relative to the actual sight glass to mimic the real life effect of the ADS moving relative to the glass to represent the actual aim direction.  Zoom is just accomplished by altering the player’s FOV instead of any extra camera trickery. | After a certain point in the animation cycle, the gun model will disappear from view and the overlay will appear. Similar to what I had before, except the overlay will shift around when the player moves. Not sure how they ensure the aim still lines up, but I would assume it to involve the aim overlay rotating around the aim and camera axis, so it moves but does not appear distorted relative to the camera.  The scope is just a tube with transparent material for the lenses on the front and back. The inside of the scope is just black. |
| Titanfall 2 |  |  | The set of illuminated sights closer to the camera enables when the player activates ADS. The centre dot is at the far end of the scope. | Does the similar scope thing of having a rapid switch animation, disabling the weapon model and enabling a HUD overlay.  The overlay tilts on the Z axis when the player adjusts their aim from side to side, to provide a pleasant cosmetic effect without altering the reticle relative to everything else. This might be a very good idea. |
|  |  |  |  |  |

Personal idea:

For the scope, have the glass material use a custom shader with a 0-1 variable that shifts between opaque and translucent enough to see through based on the ADS status

Or have it be based on the angle of the scope relative to the player camera.

Or alternatively, do just have it appear instantly based on the scope angle. I was looking at the actual rifle scope I happen to have, and that’s kind of what it looks like.

Ideas for specific weapons

Pistol

1. Semi-auto 9mm pistol that takes Glock magazines
2. Glock 18

Rifle

1. Civilian bolt-action hunting rifle
2. Semi-auto AR-15
3. F90 assault rifle with underbarrel grenade launcher

Shotgun

1. Sawn-off over-under double-barrelled shotgun
2. Shortened Adler A110
3. M26 in standalone configuration

Things to fix

* EventSystem transitions are messed up, and will switch to options in hidden windows.
* Movement controller cosmetic tilting will jitter when moving forwards or backwards
* Gun ADS on handgun will fail to trigger if the player starts in the target range level, leaves and then loads into it again. This might not be worth fixing since in the final build the player will always start off in the main menu

Alternate ammunition type ideas

Shotgun

* Buckshot
* Slug
* Taser
* Beanbag
* Rock salt
* Flechettes
* Flares
* Flashbangs
* Tiny shells
* More capacity, less damage
* Only makes sense with a tube fed design, though
* Bolo rounds

Grenade launcher

* HEDP
* Airburst
* Gigantic shotgun shell
* Smoke
* Tear gas

Ideas for extra tools for the player

* Binoculars – View far-away enemies, in multiple vision modes (regular, thermal and something else)
* Hacking/EMP thing – Aim at an electronic device and fire to jam it.

HL2 weapons

1. Crowbar
2. Gravity gun
3. Pistol
4. Revolver
5. SMG
6. SMG grenades
7. OSIPR
8. OSIPR energy ball
9. Shotgun – single barrel
10. Shotgun – both barrels
11. Crossbow
12. Grenades
13. Rocket launcher
14. Bugbait

Weapons I plan on having in my game (to make sure I have an actually impressive arsenal)

I think 12 will be a nice round number. All of the FPS basics plus a few extra exotic/utility weapons.

Kick (activated with a dedicated button)

1. Pistol – semi-auto
2. Pistol – full-auto
3. Assault rifle – full-auto
4. Assault rifle – semi-auto
5. Shotgun – buckshot
6. Shotgun – Taser slugs
7. Grenade launcher – HEDP rounds
8. Hand grenades (or flashbangs)
9. .
10. .
11. .
12. .