***First-person shooter – Things that need working on***

By Marcus Mouyat

**Essentials for good looking demo for portfolio**

* Polish up AI so its behaviour looks nice and it’s easy to hit
* Make enemy animations look nicer
* Implement proper 3D models for guns
* Working melee attack
* Make options menu work properly
* Multiple levels with proper environments
* Use ProBuilder
* Figure out what environments I need
* Level selector in main menu
* Game complete screen
* Save function? (If not for full game stats, at least for the levels completed)
* Clean up deprecated old scripts

**AI**

* Figure out why enemy is not dodging attacks. I seem to have solved the line of sight checking issue, but the enemy still won’t reliably dodge attacks.
* Remove deprecated LineOfSight bool (the one that asks for Transforms as parameters but which a lot of functions still depend on)
* Give the enemy AI a short cooldown after it finds a new position to move to, since it changes position too easily when it doesn’t really need to. Make it so this cooldown is overridden if line of sight is broken, since the enemy will not be able to attack the player at all, so there’s no sense in an enemy waiting before finding a new position to attack from.
* Add a reaction time to enemies so they don’t instantly and effortlessly dodge attacks
* Add a stagger function to enemies so the player can stop them from moving for an easier hit. The enemies are currently way too mobile and twitchy, which would be useful for some kind of small weak enemy that jumps around and requires area-of-effect or spreading weaponry but are very annoying to fight with any other weapons.

**Weapons**

* Finish setting up proper 3D cosmetics for weapons
* Fix problem where the player’s camera sensitivity drops to zero while using the rifle scoped and in full-auto mode

**UI**

* Gameplay settings menu
* Menu hierarchy
* Ensure menu options are prefabs and prefab variants, for easy modifications
* Control remapping menu
* Graphics options menu
* Audio options menu

**Other**

* Look into updating EventHandler system to avoid needing the corresponding EventObserver class.
* Continue using delegates but have them directly be in the EventHandler class.
* Use interfaces (possibly less viable)

Lower priority ideas

* Use light code from game jam for visibility based stealth section
* Create code for ladder or climbable wall