**Player Features**

1. Movement (isGrabbed, grabCooldown)
   1. Grab
   2. Push
2. Player Gravity
3. Animations
4. Camera
5. Height Tracker (heightMeterRatio)
6. Level System

**Enemy Feautures**

1. Movement
2. Evolvement (with depth)
3. Pursue
4. Shoot Protectile
5. Fishbait

**Enviroment**

1. Sea Currents
2. Objects (weight, sinkingSpeed, …)
3. Object Dissolve (The faster speed the faster dissolve)
4. Post processing

**Others**

1. Protectile (Harpoon, Missile)
2. Boosts
3. Win Condition
4. Audio Manager (Mixer)
   1. Sound Controler
   2. Ambient Controler

**Setting**

1. Audio Settings

Push

Grab

Player

**Enemy Timeline**

|  |  |
| --- | --- |
| Depth | Type |
| 0-300 | Boat |
| 300-700 | Divers |
| 700-1200 | Submarine |
| 1200 | PLAYER WIN |

Shoot:

1. Have Nearest Tentacle saved
2. Click
3. Release
4. Shoot (dir + range)

After Shoot:

1. Animate Tentacle
2. Check for hit
3. If hit: stop animate, lock tentacle impact point, pull Player to impactpoint