**Player Features**

1. Movement (isGrabbed, grabCooldown)
   1. Grab
   2. Push
2. Player Gravity
3. Animations
4. Camera
5. Height Tracker (heightMeterRatio)
6. Level System + Bubbles to pop (todo: pop bubble in spike script)
7. Pressure meter

**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

Player

1. Spike Hit
2. Trail of bubbles on move

Enemy

1. Please Die (imploding with blood and shit)
2. Shoot
3. getHit

Environment

1. Bubbles
2. Dissolvement
3. Sea Current

Other

1. Protectile Trail
2. Bomb Trail
3. Bubble explode