**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
5. Screenshake
6. hitstop

**Others**

1. Protectile (Harpoon, Missile, bomb)
2. Win Condition
   1. When reaching height: maxheight (GameValues) win screen
   2. Play animation on win (placeholder anim I guess)
   3. Play credits
3. Audio Manager (Mixer)
   1. Sound Controler
   2. Ambient Controler
4. Change lighting with player height
5. Change water alpha with player height
6. Black fade

**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 (bubble Trail Medium)
3. getHit

Environment

1. Bubbles
2. Dissolvement
3. Sea Current

Other

1. Protectile Trail
2. Bomb Trail (Trail Strong)
3. Bubble pop

Enemy Attacks:

1. Hook
2. Harpoon
3. Bomb
4. Missile

Good to Have

1. Voiceover or bubbles
2. Credits on Submarinparts
3. 3Dlize Player
4. Skybox
5. Bloom Shader