**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

**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 (make water plane black)
5. Change water alpha with player height
6. Black fade
7. tutorial

**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 + detatch and pull up
2. Harpoon + detatch
3. Bomb + detatch
4. Missile + detatch

Good to Have

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

Tutorial:

1. Time = 0.1 | wait for mouseclick
2. Time = 1 | wait for attachment to first wood
3. Time = 0.2 | wait for mouseclick
4. Time = 1 | wait for attachment to second Wood
5. Time = 0.2 | wait for mouseclick
6. Time = 1 | end tutorial

Sounds (when and what):

1. Player
   1. Shoot Spike
   2. Hit Spike
   3. Pull
   4. Push
2. Enemy Attacks
   1. harpoonShoot
   2. MillieShoot
   3. Explosion
3. Environment
   1. Underwater ambient sounds
      1. Bubbels
      2. Random water sounds dunno

Grab animation fix

Fix grab enemy -> spike collision only objects and default and attack

isPlayerAttached auf Gameobject (for dissolving and tutorial)

detach if: hit from bomb, missile, hook or harpoon

balance game heights

Implement Sounds

1. Player
   1. Shoot Spike
   2. Hit Spike
   3. Pull
   4. Push
2. Enemy Attacks
   1. harpoonShoot
   2. MillieShoot
   3. Explosion
3. Environment
   1. Underwater ambient sounds
      1. Bubbels
      2. Random water sounds dunno