# Basic Design Aims

## Play time

The game is broken up into roughly 20minutes chunks with events happening every 20minutes or so. These events could include:

1. Player inventory is full so need to sell items (go back to town)
2. Player levels up
3. Player gains a power bit of wargear

To achieve this several probabilities are adjusted to make these events occur more often, for example the longer a player plays without receiving a more power wargear the more likely they are to receive one.

In 20minutes a player should:

1. Kill about 50 enemies
2. Collect 30 items of wargear (at least 1 of which is better than a current piece)
3. Gain 1 level (1-20 lvl)

## Difficulty

The level of difficulty should relate to how hard long it takes the player to kill an enemy verse how long the player takes to die.

On Normal difficulty it should take

* 10sec to kill an enemy
* 10sec for an enemy to kill the player
* Wargear decrease the time it takes to kill an enemy and increase the amount of time it takes enemies to kill the player

Enemies have different difficulties which by percentage increase the time it takes to be killed and decrease the time taken to kill.

# To do List

## Key Functionality

### Item System

1. Pick up items of the floor
2. Buy items from a shop
3. Sell items at a shop
4. Drop Item on the floor
5. Display statistics on items

### Weapons Systems

1. Equipping 2 2-handed weapons has a disadvantage
2. Inaccuracy of range weapons

# Polish

## Enhanced game play

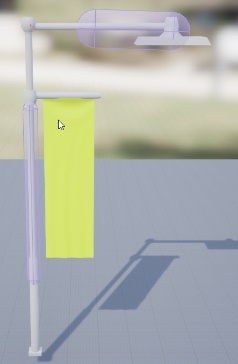
### Camera Work

1. Camera shake on damage
2. Camera shake on shooting weapon
3. Camera shake on levelling up?

# Lessons Learnt

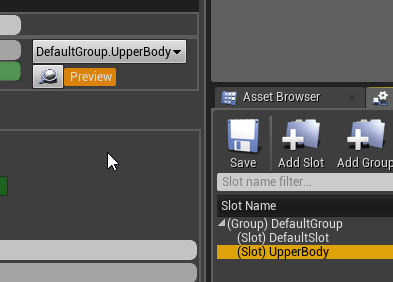
## Clothes System

Collisions within the mesh with the clothes are very important:

The collider for this street light and banner is on the pole so it does not interact with banner (yellow) until it moves and contacts it. But if the banner was inside the collider it would cause issues.

Also the value that is ‘painted’ onto the vectors seems to affect how much the wind can affect the vector, higher values means it can move further away from the starting location. So for bigger objects, like the banner, a value of 10,000 was used rather than the default 100.

## Slots, montage’s and blending bones

To do a blend between bones the animation needs to be done in a slot.

You can see that this has been assign to the slot “UpperBody”, once this has been done we can now use the slot in anim graph. The Layered blend per bone allows us to tell which bone the blend takes place, everything below that bone will get blended.

