Developer Diary

Devils Inc Studios

How long v3

# Version 0.0.1a

## Added

* Initial setup for Unreal 4.27.1
* Basic Character Controller Motion
* Door Mechanics
* Interaction System
* Lighting Effects
* Torch
* GNU License

## Fixed

## Updated

* Updated gitignore to backup correct files
* Interaction Mechanics
* Character Controller

# Version 0.0.1b

## Added

* Stamina System
* Crouching
* Headbob Mechanic
* New Fonts

## Fixed

* Stamina System, now depletes and regenerates correctly.

## Updated

* Updated gitignore to backup correct files
* Interaction Mechanics
* Character Controller
* VisualStudio 2019 to VisualStudio 2022

# Version 0.0.2

## Added

* Inventory layout
* Inventory access controls
* Inventory array to hold items
* Ability to pick up items
* Added ability to stack items
* Added ability to use/drop items
* Added item descriptions

### Items

* Flashlight Batteries
* Door Key

## Fixed

* Inventory slot placement
* Inventory now uses and displays Pick Up Size instead of Max Stack Amount
* Unstackable items will now use separate inventory slots
* Incorrect graphic displaying for pick ups
* Pick ups no longer collide with the player

## Updated

* File Structure, store assets are now kept in their own folder
* gitignore file
* Inventory Widgets to display items picked up
* Item physics
* Bug where value always showed
* Pick Up mechanics
* Inventory Icons to reflect items

# Version 0.0.3

## Added

* Ability to examine items
* Ability to rotate items under examination
* Added ability to add extra inventory

### Items

* MedKit

## Fixed

* Inventory in background during examination
* Bug where item descriptions we not displaying
* Bug where examination widget reference was not set correctly
* Bug where widget wouldn’t display on backpacks and wouldn’t allow collection.
* Bug where Medkit couldn’t be rotated under examination correctly.

## Updated

* Inventory menu
* Pick up prompt no longer visible through other objects or walls
* Texture Streaming Size to 2000Mb