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

* Med Kit

## 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 Med kit 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.

# Version 0.0.4

## Added

* Ability to use flashlight batteries.
* Flashlight will fade as battery power depletes.
* Health System.
* Blood screens to display as health is lost.
* Hide mechanics.
* Lock Mechanics.
* Note Reading.

### Items

## Fixed

* Flashlight no longer starts as on; this is to save initial battery life.
* Flashlight variable was incorrect and wouldn’t stay on when turned on.
* Issue where med Kits wouldn’t add health or allow use.
* Med kit sizing was incorrect when dropped from inventory.
* An issue with the ability to open inventory while hiding.
* An issue where multiple notes could be opened.

## Updated

* Texture Streaming Size to 4096Mb.
* Flashlight Batteries now replenish flashlight battery life.
* Med kits now add health.
* Removed temporary Debug information for health/stamina/battery.
* UI and HUD to display Health/Stamina/Battery Life.

# Version 0.0.5

## Added

* Jump Scare System

### Items

## Fixed

## Updated

# Version 0.0.5.1

## Added

* New Test Level
* New GameMode
* New GameInstance
* New GameState
* New PlayerState
* New HUD Class
* New Player Controller
* Mouse Movement
* Basic Movement
* Jumping
* Crosshair to mark screen centre
* Door mechanics (open, always open out)
* Door types (physics)

### Items

## Fixed

* Reduced mouse input speed for camera control
* Reduced walk speed to be closer to a horror game feel

## Updated

* Test level design

# Version 0.0.5.2

## Added

* Flashlight
* Flickering Lights
* Light Switch
* Stamina System
* Crouching
* Head Bob

### Items

## Fixed

* Bug Where Stamina Depleted Even While Still
* Bug Where Stamina Depleted While Stationary
* Issue where incorrect camera shake class was used

## Updated

* Test Level Design

# Version 0.0.5.3

## Added

* Inventory System
* Drop Down Menu

### Items

* Battery
* Key

## Fixed

* Padding of inventory now displays correctly
* Bug that caused singular items to stack
* Bug causing drop down menu to display incorrectly

## Updated

* Test Level Design
* HUD Design