* Explica barra de vida 🡪 explica movimiento y ataque 🡪 aparecene enemigos 🡪 derrotas a los enemigos, te explican el dash 🡪 aparece enemigo por la espalda, el tiempo se detiene hasta que uses bien el dash 🡪

Game starts. Everything is dark or almost dark. No sounds at all.

Guy: Wow. It’s been some time since anyone was sent here. [short pause] Hello, I am Baroth. You must be really confused, but I need you to listen. You are being sent to a hostile world;

Player: …

Guy: I see. Don’t worry, it is common in newcomers. Wait, what language do you speak? Can you understand me?

-

Bug:

-When F is pressed to skip the first dialog, the guy never moves. This means that yield return never returns as the Coroutine never ends. **Must solve.**

Features that must be added for Demo (future version):

-Credits in menu

-The NPC should control the text velocity, not the player

-Use PlayerController.SetMovementEnabled(bool) and PlayerController.SetCameraMovementEnabled(bool) in the talking function for better code organization

-Have the player press F when the first dialog is shown

-Think about implementing it in a way such that the “FinishConversation()” in the NPCs is the one that does the actions that must happen after finishing the conversation, according to the currentEvent number

Identified possible improvements for tutorial:

-Should the tutorial guy ask if the player can move, so they learn the movement controls?

-Should he ask for them to nod or something, so they learn the camera movement?

-Interaction system tutorial?

-Jump mechanic introduction?

-Show a “Help” at first explaining movement buttons

**Features that should be added:**

-Add custom waiting effects on dialog so it is more natural (using tags in the text of the wait time in seconds, like [0.1]”

-Change the sound when an attack hits an invulnerable player

-Saving/Loading

-Other buff types

-Moving buffs

-‘Arrows’ that indicate objective location or something similar

-Create NPC template (abstract class) in Scripts. It should inherit from Interactive and have an attribute called ‘currentLine’ that works in the same way the one from the TutorialController does.

-Change implementation of IntroduceText so numberOfPlays is now numberOfCharactersBetweenPlays, meaning the number of characters that must be written in the text so the sound effect is played again, excluding the current one. 0 would mean it is played every single character. Unfinished implementation included in “unfinished\_method.txt”

-The light activation at the start must be gradual instead of instantaneous

-“Testing Room” where a lot of NPCs are created to test concepts

-UI size changing support

-Change health bar original image from 256 x 256 to something more ‘scalable’

Ideas:

-transitioning between scenes would be better if

each scene had "spawn points" and the object

allowing the transition could access to them or

communicate them to the player/target scene

-better hierarchy organization

-create common function for npcs and enemies moving

purposes from MoveTo function in TutorialController