

## CATEGORIES:

### PLAYER CONTROLLER

- Added the option to stop the character from moving if he is going toward a wall/surface in that direction, allowing to move in any other direction than the obstacle position. It works in third and first person (and any locked view). Even when the player is pressing the input, if this input is in the same direction as the obstacle, the player won't move

### WEAPONS

- Added an option on weapons to avoid the player from being able to fire if it finds an object with specific tag and layer with options to lower the weapon as well. It is usually used to avoid that the player fires to some NPC or specific object (even if not damage is applied)
- Improved draw action movement on third person when using the spline system to move the weapon smoothly and with a more natural movement, joining the last position of the spline with the walk position
- Added improvements for the process to customize all the positions of a weapon at once (positions for aim, walk, recoil, etc... positions for IK, positions for arms bones, etc...), allowing to make the process of play the game, adjust positions, press a button to copy all the modified positions, stop and press another button to paste all those positions/rotations in that weapon at once. This means that it allows to configure and customize all the positions at once on play mode and copy and paste these values all at once with just a couple of buttons, making this customization process much faster and simpler

### INVENTORY

- Improved creation of inventory objects prefab, allowing to check if the objects are being created or updating their info, so the prefabs objects will be created or replaced, keeping in this way the reference of these inventory objects prefabs in any other component that has any of them previously assigned, without losing the reference of new or replaced prefabs
- Added options to configure a list of inventory objects instead of just element with its amount to give to the player for the component used to get rewards from missions, or other situations, like kill an enemy or trigger an event to get stuff, like a dialog or similar
- Simplified process to assign an inventory weapon prefab to the weapon itself, with just a button, so the system will search for the correct inventory weapon prefab automatically

## INTERACTION ELEMENTS

- Added options on the interaction system (using devices system), to configure a list of events to trigger when the player presses the interaction button. One use for this is for example to change for the next dialog line when some NPC is talking to the player with options to set if every action can be performed event in the game is paused or some menu ingame is opened

## OBJECTIVE/MISSION SYSTEM

- Added option on the reward system (which is used to obtain elements like experience, money, inventory object and others for any player) to assign manually the player that will receive the rewards (as previously, the player to receive the reward was assigned through a custom event option which sent the player who triggered the give reward action)
- Added option to show the mission complete panel when a mission is complete, used for example in case the player doesn't need to return to a specific mission board or talk with some NPC or similar to receive the reward or complete the mission
- Added option in the mission system to allow to activate a mission when the player achieves one task or the whole mission without activating the mission previously, via talking with an NPC, or getting a mission from an NPC, a mission board or walking through a trigger. An example of this is a mission where you need to kill 3 enemies and no mission about it has been found by the player yet, but he kills one of those 3 enemies. In that case, the mission is activated, with one of the tasks complete, having to kill the other two AI to complete the mission. Same will happen if the mission is just kill one enemy, adding that info to the player's mission log and setting that mission as complete at the same time. An example of this has been added in the mission system advanced demo scene
- Added an option in the mission system to show the total number of objectives in that mission and the current number of objectives accomplished

## ISSUES/BUGS FIXED

- Fixed issue on the chair to get off, which wasn't working properly. It was caused due to I forgot to set that value, which is only used for the touch controls, to have a key used to get off from the vehicle (on touch controls, the get on button is the interaction button, which is disabled when driving a vehicle, so each vehicle has its own touch control panel with its own get off button). That was causing that the interaction button (E) was making the player to get on and off at the same time
- Fixed issue on vehicles on a very specific situation related to the touch controls, when the option to start the game in a vehicle using mobile controls, the option to use movement touch buttons instead of a virtual joystick wasn't called properly, leaving always the joystick active. Now, according to settings, the arrow touch keys or the joystick is enabled on vehicles when the player starts the game on it and with touch controls
- Fixed issue on AI which could give an error message when trying to enter in vehicles with the player

## DIALOGUE SYSTEM

- Added options on the dialogue system to show each dialog line letter by letter or word by word with a time rate for each one
- Added option to use the new interaction option to jump the current dialog line to show the next line, including to stop the current audio that is being played and set the next one. There are also options in case the dialog is being shown word by word or letter by letter so when the interaction button is pressed, the current dialog line is shown at once, but the dialog line doesn't change to the next one, and the audio keeps playing. If the player presses again the interaction button, the dialog will jump to the next line, setting the new text and stopping the current audio and playing next one
- Added option to change the alignment of the dialog text to any other position
- Added an external dialog trigger, to play dialog on NPCs by trigger without need for the player to use the interaction button, like when you go with an NPC and he talks at certain points

## PHOTO MODE

- Added photo mode to take captures ingame and visualize them at any moment. Also, it allows to configure any type of shader effect for the camera and leave these camera effects active during regular gameplay if the player wants to
- In this mode, the camera can move up and down, to the sides and rotate in 6 axis
- Added buttons to show next and previous photos in the expanded menu option in the photo gallery, to change easily between photos without the need to return to the main gallery
- Added option to limit the maximum distance of the camera from its original position when the photo mode was activated, having the camera always inside a sphere limit