Milestone 1 ~ Build Notes

This document will outline the current status of Codename: Freedom. Player flight is currently functional as well as a form of weapons on the plane. AI are presently implemented in a basic waypoint functionality in that they follow a set of waypoints around the map. A level is available in basic functionality. No bounds are set on the level and further detail is required in order to make the level look visually appealing outside of a basic Unity terrain. Only one ship is implemented at this time however it functions as intended. A second variant is in the works as a slower and more armoured variant. There are currently no hitboxes on the AI to test death states as that will be implemented in the next build. A pause menu will be implemented eventually so that the UI is much cleaner in game. The UI will also feature a crosshair in order to make aiming easier for the player. The settings button is currently not functional and more features will be added to the game as development process continues.