Milestone Tracker

Working Initial Prototype

1. ~~Program the ball controller to allow the player to apply a force to hit the balls with the desired amount of power and direction. A line renderer should denote both power and direction.~~
2. ~~Create prefabs for the various game objects that will act as obstacles and implement them in a basic level format to be play tested.~~
3. ~~Implement initial ideas for the basis of each level design individually.~~
4. ~~Program ability ball mechanics to behave as intended.~~
5. ~~Program the success state to occur when the player reaches the goal region with the objective ball.~~
6. ~~Program a fail state to occur when the player does not complete a stage within the given limitations.~~
7. ~~Implement basic forms of communication for implemented mechanics.~~

Iterating on Initial Prototype

1. Finalize the level designs.
2. ~~Finalize the tuning of the variable constants which influence the behavioural physics of both the ball hitting mechanics as well as the environmental aspects.~~
3. ~~Finalize ability mechanics to work smoothly within their respective level environment.~~
4. Use playtesting data to finalize any issues found with initial prototype mechanics and level designs and improve communication for anything that is found to be unclear.

Polishing the Final Product

1. Implement further user interface elements which communicate the limitations of the given level. This will also include UI which allow the player to operate mechanics within the game like switching between the ability mechanics.
2. Implement the menu user interface elements which allow the player to quit the game, enter a specific level, or potentially view a tutorial screen (tutorial may be included within the initial levels).
3. Apply finishing details including custom fonts, materials, textures.

Notes:

1. Finalise levels
2. Fix lighting to give 3d effect and feel of depth
3. Fix ball data design to be consistent for each level.
4. Make sure tutorial level is alright and clear.