**Roadmap**

v0.08 | Beta - On hold

+Linux Version

++Video: "Development Progress"

++Video: "Trailer"

v0.07 | Beta - On hold

+Level Details

+Model Details

+Folder Optimization

++Video: "Teaser"

++Download: Windows Version

v0.06 | Alpha - On hold

+Finite State Machine (FSM) to control stages

+Intro Movie

+Intro Menu

+New levels

v0.05 | Alpha - **IN PROGRESS**

+Add End of Level Area

+Add Physics (Wind Force Field)

+Improved GUI

+Improved Gravity

+Improved Credits

+Improved GameOver

+New level design

+Fixed collisions

++Blog Created

**Changelog**

v0.04

-Removed Landing/Starting

-Credits updated

-Model replacement: chair for small islands

-Fixed: Wind sound plays according to plane's speed

-Fixed: Turbo mode conflict with mouse event task.

-Load Model call modified

-Logo added to project status page

-Added gravity

v0.03

-Removed Towers and Missiles

-Set start speed to 10

-Fixed engine sound volume

-Main Menu text updated

V0.02

-Removed Plane Contrail

-Sound replacement: wind sound instead of engine

-Camera tweak

-Minor Edit: Credits

v0.01

-Model replacement: Paper Plane instead of Griffin

-Flight Game by Akuryou

**Known Bugs**

1) Glitch: You can't collide with some objects

2) Speedmeter is not counting gravity effect on speed

3) Glitch: When you die, gravity ignores collision

4) Bug: When you die, the mouse cursor gets blocked/hidden