Sopwith:

Can fly into your own bombs

“Destructible” terrain

Can be killed by rubble too so must have collision

Has the ability to increase/decrease throttle. Roll to reverse controls, bombs are effected by your trajectory

H will auto-fly you home to re-fuel and re-arm

Can turn sound on and off

<http://archive.kontek.net/sopwith.classicgaming.gamespy.com/sopdox.htm>

Contains all the details of the game

Positives:

Enjoyable to play in my opinion

Fun environment interaction

Chris has some experience with level generation, however after playing this I’ve realized that it is not a random level, but a pre-defined one

Negatives:

Easily the most feature complex project to make

Nobody in the group has much experience with modelling/art for the graphical enhancement

Battlzone:

Tells you when enemies appear on your radar by saying “Enemy in range”

Should be fixed so that enemies don’t just appear randomly within your radar range

Warns you off objects blocking your motion

Tells you the orientation of the enemy with 4 directions left, right etc.

Enemies can miss

Objects protect you from enemy fire

Can take two collisions from objects but only 1 from enemy shot, could add to this having different tank impacts

Positives:

Most likely to the easiest to implement in terms of features, seemed to sacrifice content for the sake of 3D which was difficult back then

Chris is enthusiastic about it

Has potential to be updated by us

Negatives:

Physics game:

Fantastic five

‘Always one step ahead of the competition”

Ripoff ff logo