**Starwars game – To do list and coding notes**

**To do**

High score system

Add sound for torpedo fire

Make freighter and frigate

Remove duplicate lean tweens and position them with code instead

Need to find sprite or anim for destroyed shield gen

Create friendly Y Wing, player awing and ywing and millennium falcon

Add particle trails to torpedos

Dog fighter unlinked fire mode

Have raycasts only search required layer

Exception caused when targeting star destroyer when its not completely in the screen

**Maybes?**

Play around with laser convergence

Make upgraded lasers sound louder?

Protect the freighter mission

Destroy non boss capital ships on player death?

Difficulty setting?

Have torpedos be allow to switch targets if their target is destroyed?

Create enemy spawner so that it can be paused on player death – maybe not possible?

Make some power ups occur more frequently?

Maybe ions could stop ships from firing (and drop shields?)?

Play around with some kind of special firing bonus mode (maybe all weapons fire with full upgrades and unlimited ammo for a short period?)

Stop the scrolling background when you reach the boss?

Don’t spawn the boss until all enemies are dead?

Make a system to know when the last enemy before the boss has died

Allow explosions to be larger than the original objects sprite size

Have lasers not explode when they hit a shield?

Asteroids?

Make searches only search required layer where applicable?

Have close by missiles die to CM but have distant missiles maintain current course

**Problems – things to think about**

Player 1’s target icon cannot be seen when player 2 has the same target

Consider how fighters might fire linked lasers or not linked

Currently enemy fighters have unlimited missiles and only fire single

Consider when to spawn power ups – make public method to call one anytime

Allow explosions to be larger than the original objects sprite size

You can’t see the difference between dual fire and quad fire

**Polish type stuff**

Prevent corvette from shooting directly behind

Make transports stop over turning (turning too far each time)

Mines – better sprites, glowing colour marks that flash quickly before firing

When a player is brought back to life at the start of a level, his UI is wrong until play is pressed

**To Do Once prerequisites are completed**

Star destroyer Imp 1 still needs other firing modes

**Ion Cannons**

Need enemy ions for capital ships and probably a less powerful version for fighters.

Lean tween will make friendly ions difficult. Making a fighter stop is a problem, stalled fighters being destroyed by their destroy timer scripts before they have left the screen is a problem.

**Counter measures**

Make animation from sprite sheet

It would look better if the chaff flew a loopy looking path rather than a straight line

C**apital Ship Torpedos**

When counter measure is launched it changes a bool on the level manager script. That bool changes back to false in the same amount of time that the counter measure remains. Each new chaff fired resets the timer. Torpedo will check the bool on fixed update, if it returns true, the missile will then find it by tag and begin to follow.

**Probably Unnecessarily Expensive methods**

DestroyAllEnemies on player scripts?

**Possible craft to add**

Transports

Tie Defender

Shuttle

Frigate

Freighter

Gunships

Z-95

preybird

**Long term dream list**

Above planet levels with interactive ground units (Y-wing bombing level).

A second non interactive layer of battle that looks as though its taking place below the main player combat layer.

Actual seamless backgrounds or drawn backgrounds for entire level (bwahahha)

**Layers**

**Background image**

0 scrolling back ground

**Background**

0 stars

**Game Play**

0 enemy mines

1 enemy ships

2 player ships

3 friendly ships

4 player lasers

5 enemy lasers

6 player missiles

7 enemy missiles

8 counter measures

**Effects**

0 player 2 missile target

1 player 1 missile target

9 explosions

27/9

Added scrolling background

28/9

Created counter measures

Created enemy proton torpedos

Created Torpedo, laser and torpedo linking UI’s

Made laser power up bonus stack and updated UI popups accordingly

29/9

Added friendly ships engine blur

Added Counter measure and bomb UI’s

Improved look of shields – still needs work

Increased size of laser for each level of damage upgrade

Added engine blur to tie fighter, interceptor and bomber

Enemy torpedos can now be destroyed by player lasers

Created 7 new tie fighter attack prefabs

30/9

Created 30 new tie fighter attack prefabs

1/10

Created 6 new tie fighter prefabs

20/10

created first 8 tie fighter prefabs as interceptor prefabs

fixed speed inconsistency in tie fighter prefabs

21/10

created tie fighter, bomber and interceptor dog fighter and suicide dog fighter prefabs

added quad fire option to all fighter scripts

created new shield glow sprites and animations

22/10

Fixed exception when press space before clicking play button

Fixed exception when fire proton torpedo when missile target is null

Added ship flash when invulnerable

Restructured enemy spawner with coroutines to allow params in prefab spawns

23/10

Made counter measures seek torpedos

Enemy torpedos now explode when they time out

Created tie bomber torpedo dog fighter

24/10

Created ATR-6 Sprite and shield Animation + Control script

\*\*\* Still need engine flare, shoot script, laser and torpedo pos, movement script

25/10

Capital ships now spawn half their height above the screen instead of by pixel

Cleaned up Enemy spawner, consolidated methods

Prepared Enemy spawner for multiple levels and players

Added shield anim for corvette

Created movement script for ATR-6 – needs polish

Fixed power ups - speed control, fit screen size and they are destroyed on screen exit

26/10

Bomb and Missile power ups now refill counter measures

Reconfigured all power up to be 2 player compatible

Adjusted to way enemies take damage, the player laser uses SendMessage(“TakeDamage”)

Created a new script for each laser power up level to deliver correct damage

27/10

Adjusted enemy movement scripts and torpedos to be 2 player compatible

Removed all damage methods, using TakeDamage(int damage) for all damage now

Torpedos now only do damage using blast radius method

Enemy torpedos no longer hit enemies

29/10

Created Xwing and Awing dog fighters

Created concussion and friendly concussion missiles (not enemy concussions)

Laser linking can now be used to turn off lasers

Created Player2Xwing script, havn’t set controls yet

31/10

Adjusted canvas to world view to keep UI elements in place

1/11

Created 2 player scene

Set/fixed starting positions

Created a mock up title screen

Move Game managers functionality to level manager

2/11

Disabled UI’s when player gets game over in 2 player

Players now respawn in correct starting positions

Removed gameScore and moved code to levelManager

Every 50000 points give extra lives and revives if theres a dead player

3/11

Setup controls for usb Controllers or joystick

Xwings can now open and close S foils

Added manual fire mode

6/11

Added level changing system to maintain lives and score

Dead Players are revived at the beginning of a new level in 2 player mode

7/11

Created Tie Advanced prefab, dog fighter and dog fighter missile prefabs

Added enemy concussion missile

Enemy protons and missiles now get their targets from their creator

8/11

Star destroyer now has a shield flash when the generators are hit

Changed missile targeting system, players can now cycle thru targets

Missiles now dumb fire if no target selected

Enemies will no longer fire missiles when very close to their target

Enemy dog fighter now change targets periodically and when their target dies

All missile types will be destroyed if they go too far out of screen

Counter measures now track concussion missiles, priority is proton torpedos first

10/11

Created Fly through movement script for capital ships

Adjust scrolling background to work with all screens

12/11

Created mines – laser, torpedo, concussion

16/11

Create ATR-6 shooting script

17/11

Created all current tweens for all fighters

18/11

Built torpedo and fighter phase for star destroyer

19/11

Recreated counter measure system

Created all fighters as fly thru versions