TEAM A001

ENGINE PROOF / INIMUM VIABLE PRODUCT REQUIREMENTS
PRESENTATION 2/9/17

SOUND ENGINE

- Dynamic Sounds
  - Smooth transition from left to right speaker as sounds move across screen
  - _____
- Sound Library
  - Unique Sounds for each action (See sound library document)
  - _____
- Sound Component functions for entities to access library.
- _____

INPUT ENGINE

- 4 - player support
  - Connection checks
  - Battery level functions for use in future HUD
- Intuitive Controls
  - Left Thumbstick to control rotation
  - Mappable ABXY buttons
    - Hold/Press functions
  - Intuitive force increase/propulsion
    - Trigger pressure – increased propulsion
    - Propulsion and force tied to rotation.
- Control Component functions for entities to access controls from keybind library.
- _____

PHYSICS ENGINE

- _____
  - _____
- _____
  - _____
- _____
  - _____

CONTENT

- 1 Hero Ship
  - Basic control scheme as described above
    - Auto-Attack (Hold)
      - Medium fire rate, small projectile
      - Deals 1 damage on impact
    - Thumbstick Rotation/Direction
    - Right Trigger Propulsion
  - Health Value of 1
- 1 Enemy Ship
  - Basic Shape
    - Square
  - Suicide AI
    - Approach nearest player at fixed propulsion
    - Destroyed if impacts a player, deals 1 damage.
    - No projectile attack
    - 1 Health, destroyed if shot by player.
- 1 Jump-gate as win condition. Placed opposite corner of player start area

GRAPHICS ENGINE

- Parallax effect
  - Custom Background Image
  - _____
  - _____
- Dynamic Camera
  - Adjusts based on player positions
  - Max/Min zoom
- _____
  - _____
- _____
  - _____