Team Stellar Assault

* Roy – I’m going to focus on making a ship, that navigates with click to move. Furthermore, I will incorporate pathfinding as well as a couple of locations to test out pathfinding. Basically, the core mechanics like location and movement are what my prototype is going to focus on.

This deliverable will include point to click and waypoints with pathfinding through the environment.

* Asher – I am going to design the backend to handle ships, both friendly and pirate. As well as build the system to allow ships to interact with and be aware of other ships or entities in the environment. I will also be refactoring components from the original game prototype like the camera and movement.

This deliverable will include ship spawning and class design for ship to ship awareness. It may include updates to the camera and WASD controls if I have time.

* Edward – Im going to focus on making the UI along with making the drag and drop feature of the ships/friendlies. As well as trying to make the resource management system that the game will use. This includes core mechanics that the game uses. You need resources to drag and drop ships into the world, and use extra resources to get MORE resources.

This deliverable will include a UI which allows you to drag and drop in/spawn ships.