Blue max remaster

A compilation of changes that has been made from the original project.

Fixing spawn distribution and optimisation.

Spawned objects would be way off screen to compensate for the odd angle of approach

Spawned objects would be offscreen for a long time

Some offscreen objects would never enter the play area, therefore never ‘leaving’ if for destruction.

Evenly spawn objects along X and Y screen axis

Will compensate for different screen aspect ratios

Now compensates for screen resolutions.

Refactoring Enemy scripts to use OOP

Base enemy class with common methods that all enemies use

Each enemy is inheriting this class and modifying variables to suit that enemy type

Reduce UI calls

Changed UI code to only update the UI elements when a change is detected.

Eliminates unnecessary UI changes (sets) during update.

Audio

Audio would get cut off when projectile was destroyed early or went offscreen before the audio clip ended

Separate audio object gets created for each instance of the sound.

Audio object gets removed once the audio clip has ended.

Difficulty

Game previously had one difficulty, and “pro” players could easily keep themselves alive forever.

Difficulty modifier makes the game more difficult by spawning more enemies the longer the game runs for by reducing the delay between enemy respawns

Bombing

Bombing was difficult to achieve. Useless mechanic which was too difficult to use so it wasn’t utilised in combat

Bombing improved by increasing bomb AoE and by adding a timer to the dropped bomb so it would land & explode underneath player consistently. Also changed bomb trajectory.

Added a bombing UI reticule which told the player where to release the bomb in relation to the target.

Controls

Made controls screen so users would know the controls. However, nobody viewed them.

Moved controls to main menu, but still users would get confused with controls

Changed Controls menu to Tutorial menu with slideshow on how to play game.

**IMPORTANT TODO**

AUDIO

Hit & Destroy SFX

Particle System for explosion

Clouds Spawning – Framerate dependant, variable fix

^ Limit fps? Or modify spawning system.

Create Difficulty modifier the longer the game carries on (more enemies spawn etc.)

Menu & UI

Main Menu

Leaderboard

Name Input on new highscore

Settings

About

In game pause menu (Needs work)

Pause runtime

Death screen

Show Stats

*End Spawning of enemies / pause game. Some form of death scene*

*Fade to black?*

Saving Userprefs (Settings sliders, leaderboard data)

Change Score system (what things are worth)

Leaderboard (Local)

Splash Screen

Add Controls Screen

Add SFX to powerup pickup

Change vector3 to vector2 where applicable

Change bombing mechanics – hold button for UI.

Allow for Key.Escape to go back a menu

**FUTURE TODO**

Change music

Object Pooling optimisation

Replace art assets with custom, distinguishable textures

Visual hit effect.

Get shadow working properly

Rebindable Controls

Online Leaderboard

**BUGS – Priority first**

Enemy ground units can collide with player & destroy itself.

UI Not scaling properly

Can exit bounds of area if you release movement keys and coast into exclusion zone

Player doesn’t shoot straight (aligned with player orientation)

Audio on projectiles cuts off when destroyed.

Audio on projectiles cuts off when player is close to the world border

Some items don’t get removed from play. Potentially offscreen.

Clicking UI menu multiple times resets panel colour – needs canActivate bool.

World background changes size based on screen resolution – make it relative not absolute

**CLOSED BETA PLAYTEST BUGS & ISSUES – V0.9**

Playtester(s): Michael

Bombing feels clunky – Needs a rework.

NameLetters stop flashing? – reassess

Pausing affects cloud spawner

Wiping leaderboard sets names even though by default there are no names. Playerprefs not set up on first launch or set names to null not AAA.

Can’t change name letters with WASD

First letter needs to get letter index

Some enemies don’t die? – observation test

Some enemies have more health? - observation test

Enemies can fire weapons offscreen

Controls screen wasn’t easily findable

**CLOSED BETA PLAYTEST BUGS & ISSUES – V0.9.01**

Playtester(s): Michael

Enemies still not dying 100%

**CLOSED BETA PLAYTEST BUGS & ISSUES – V0.9.02**

Playtester(s): Michael, Luke

Visual effect for rapidfire powerup – countdown or visual aid around plane

Add arrows to name entering screen to show that you can change letters.

Set default volume playerprefs to 0.5

(DR)AWFUL WAR PLANES?

Hand drawn plane assets?

3D isometric rendering of planes?