

Backlog

Rubric

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In progress

AppStore listing etc

Review

Continuous bugs and rebuilds from trying to deploy to iPhone...

Completed

- Market Research
- Apple developer necessities.
Developer certificate, key pair, app ID, device profile, provisioning profile.
Into project settings, test deployment.
- Include ARKit plugin

Spawn model into AR scene

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Paper plane model, Textured for fold lines

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Plane detection. Distance and real world FVector location

Link screen touch position to world plane position

Spawn a model to stand on plane detected at screen touch position

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Randomly spawn Target objects into scene. 2 x random screen positions, converted to world positions, spawn object between points somewhere so target is always achievable.

Targets are collectible

IsValid catch for Spawn position bug

Better AR touch target

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Move plane between subsequent screen touch positions->world space

Realistic plane movement. Pitch, roll, banking.

Speed linked to delta height?

Circling movement when idle. Offset Plane position and rotate

Balloons as collectibles?

Animate in/out Targets

Start plane from position just below camera, so flies out from bottom of screen

Video update 01/12/17

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Playtest

Playtesters wanted to swipe. Incorporate this into controls as well as just tapping.

More apparent speed changes from height changes. Max speed up to 2.0f?

Refactor code: Spawning into game mode, timer into gamemode, all variables and basic functions into C++

Level system where the game gets progressively harder

Idle circling speed is linked with the height adjusted speed for better presence.

Menu. AR? Just to store best score, last score.

AR menu folds away

Audio

list sources for creative commons licensed music

occlusion... ARKit may not cut it
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Audio occlusion, using depth testing

Game mode? win state? spawn triggers? Lose state? Spawn objects to avoid

Playtest number two: Users want a game mode

Gamemode implemented. Rules, timer, and scaleable difficulty

Different balloons to pick up, power ups, and ones to avoid. fast and slow

Better in game ui

321 countdown

Make all very child friendly, easy to read etc

seamless play again after lose state

animate in all ui