

## DESIGN TASK

### GUI DESIGN

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1. HUD
2. Menu

## ART TASK

### ANIMATIONS

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- **FLAMES**

3-4 Separate frames for big jet.

3-4 Separate frames for small jet.

- **PROJECTILE**

Laser beam with 3-4 animation frames. Or rocket with jet fire animation (preferably different from ship's one).

- **EXPLOSION**

3 different sets of explosion animation: big (120 x 120), medium (80 x 80) and small (35 x 35). Each set should have 4-6 animation frames.

- **ASTEROIDS**

TODO!

### GUI ELEMENTS

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1. Joystick
2. Buttons

### EXTRA

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1. Ship modifications. Engine visual upgrade, cannon visual upgrade. Different types of cannons.
2. Set of ship and projectile colors, emblems.