Beta Milestone Goals

Art:

Improve the environment – Add animations for the foliage (grass, trees etc)

Lighting – Improving the ambience of day/night

Bring all assets in line with a single vibrant art style

Complete all necessary buildings to the same standard

Develop missing UI assets/Split lower elements into pieces for modification

Particle effects *( Fire, Smoke, Building Placed, Leaf Burst, Spark Burst, Foraging effect, Mushroom flesh damage, Magic Attack Overhaul, Wood Chips, Build Effect, Building Placement Effect)*

Complete the new base environmental layout

Investigate shader effects to apply across the assets for visual consistency

Different cursor types (for various interactive elements)

Creation of more environmental props for the corruption biome

Develop cloud models for use with cloud shader

Miscellaneous:

Sounds (various, TBA)

Programming: