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:

Control Handler for selections.

UI for selected objects – health/combat/queue.

Make the wongle auto build when they are selected and a building is placed.

Allow the rally point to be changed for spawned units.

Key to cycle idle workers.

Different cursors when hovering over specific objects.

Smooth out camera movement with minimap.

Death animations for all units.

Progress bar for construction.

Tutorial level.

Notifications.

Add positions for units to work at – limited spaces for units to stand around resources and buildings.

Fade UI buttons when they are not available.

UI object to represent the time of the day and night.

Add sounds to the game.

Implement particle effects.

Arrow key controls.