Gold Milestone Goals

Art:

Unify and finalize all art assets under the new defined art style, including the revision of textures and if warranted; the generation of some new models.

Add animations for any remaining foliage (grass, trees etc) – Ben.L

Review legacy buildings and units, making sure they conform aesthetically – Ben.L

Particle effects *( Fire, Smoke, Leaf Burst, Spark Burst, Foraging effect, Mushroom flesh damage, Magic Attack Overhaul, Wood Chips)* - Stephanie

Give the UI a visual makeover whilst retaining clarity - Stephanie

Potentially generate new UI assets to help facilitate the presentation of any additional information as determined by our playtests - Stephanie

Investigate shader effects to potentially apply to the fog of war, in order to make it appear less solid – Ben.L

Revise cursor style into something more appropriate – Ben.L

Develop cloud models for use with cloud shader – Ben.L

Update the art in the main menu scene (scene is still using legacy assets) - Stephanie

Increase the ground detail of the environment – Ben.L

Miscellaneous:

Sounds (various, TBA)

Playtest weekly with RTS newcomers, take feedback in order to gauge the effectiveness of our tutorial and notification systems.

Programming:

Finalize the tutorial/notification systems, making sure they appropriately cover a majority of the games mechanics, explaining various functions clearly to RTS newcomers.

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. *(Investigate why this fails, notably they fail to do this when they are a significant distance from a placed building.)*

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.

Implement any new/remaining art assets.

Arrow key controls.