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 – Shannell

Develop cloud models for use with cloud shader – Shannell

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

Increase the ground detail of the environment – Shannell

Redo the help/settings menu visuals (remove transparency of menu screens)

Miscellaneous:

Sounds (various, TBA)

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

Investigate ways to make the health bar more clearly indicate when a unit has taken damage

Move the farm further away from the base (prevents a collision issue with workers)

Determine whether workers should collide with each other

Programming:

Decide the fate of fishing

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

Implement any new/remaining art assets. (Including missing animations)

Smooth out camera movement with minimap and revise camera controller.

Death animations for all units.

Progress bar for construction.

Improve 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.

Add sounds to the game.

Implement particle effects.

Display handler improvements.

Selected object UI – health/combat/queue.

Create control handler.

**Bug fixes**

There is a bug where the player can click a unit to create, then if they press enter it will act as if they had re-clicked thus placing another unit in the queue. Could reset mouse coordinates after a button has been clicked, as this applies to build buttons as well.

resolve buildings becoming impossible to select

Investigate why broodshrooms aren’t multiplying (difficulty during the wonder phase is also only increasing via a single broodshroom as opposed to multiple broodshrooms spawning more enemies)

Balance out resource costs

Investigate why resources suddenly increase by hundreds mid/late game

Resolve junger slunks all losing their ability to shoot

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.)*