Progress Check 5

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Current thoughts:

Right now, all basic aspects of gameplay are complete such as player movement, scoring, a basic start menu and game over menu. The next major things that will be implemented are asteroid obstacles, improving the camera zoom, improving the game over elements, visuals for crash and thrust, sound design, and the main creative element. The main creative element will be the taking off phase at this point, which will be added once the rest of the game feels good. This is some good progress from last week, but the group still needs to make some strides to make sure the project is ready.

Current progress:

- Basic main menu
- Basic slow gravity
- Basic thrust
- Basic rotation/turning
- Space background
- 2 levels complete
- Control inputs (primary/secondary/directional) implemented
- Landing and crash landing sequences in place (not yet animated)
- Velocity Indicator
- Camera Zoom
- Scoring
- Creation of asteroid prefabs

Things that need to be implemented:

Below are the major things that need to be implemented as well as the current idea for how it will be done.

- Creative element

- When taking off again, player must do a short minigame (faster completion means more points)
- Crashing
  - Crash sprite and game end sequence
- Fuel
  - UI with lerp to make things pretty
  - Just enough where the player will have to be generally careful
- Sounds
  - CC licensed sounds + a sound engine (planned to be positional)
  - Not priority
- Level generation/designs
  - 3-5 levels in total
- Polishing the game
  - Fine-tuning physics and controls
- Art
  - Cover art, lander art
  - Visual for thrust
- Obstacles
  - Random spawning of asteroids when game starts, are a hazard for player
- UI
  - HUD-esque system where meters are surrounded by boxes for better visibility
- Camera zoom
  - Smooth transition from zoomed out (travel phase) to zoomed in (landing phase), low priority