Progress Check 4

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Current thoughts:

Right now, the basic aspects of player movement have been completed. We will now be working on the gameplay aspects, including physics, terrain mechanics, and scoring. After this is implemented, work will be done on improvements to the basic mechanics of the game. The creative element, while important, is not the highest priority, and the specifics will likely change for that in the coming days. The sound engine will also be in a lower priority, as it isn't needed now and the engine should not be too complex.The way we will approach the whole game will be in three phases: Travel (when the lander is flying and above a certain height from the terrain); Landing (camera zooms in and the lander is within a certain distance from terrain); and Lift-off (when the lander launches from the terrain again). At this point we are now focused on polishing up the new levels that will be created and making sure that the base game is functional.

Current progress:

- Basic main menu
- Basic slow gravity
- Basic thrust
- Basic rotation/turning
- Basic space background
- 2 levels complete
- Control inputs (primary/secondary/directional) implemented
- Landing and crash landing sequences in place (not yet animated)
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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)
- Velocity indicator
  - Text that changes still needs to be tweaked
- 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
- Camera
  - At a certain height above terrain, zoom in towards player (like original)
- Scoring
  - Multipliers for landing sites as well as storing scores of other players
- Polishing the game
  - Fine-tuning physics and controls
- Art
  - Cover art, lander art
- Obstacles
  - Potential spawning of asteroids when game starts, are a hazard for player