

# Progress Check 6

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1st

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## Current thoughts:

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## 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
- Velocity Indicator
- Camera Zoom
- Scoring
- Creation of asteroid prefabs
- UI Art
- Thrust visuals

## Things that need to be implemented:

- Sounds
  - CC licensed sounds + a sound engine (planned to be positional)
    - Thrust
    - Explosion/Crash
    - Laser Blast
    - Success
    - Fail
    - Theme?
- Polishing the game

- Fine-tuning physics and controls
  - Fixing any problems in animation (thrust visible in crash sequence)
- Art
  - Cover art, intermediate scene art, cannon
- Multiple lives
  - H
- UI
  - HUD-esque system where meters are surrounded by boxes for better visibility