

# Progress Check 2

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## Current thoughts:

Currently, I'd say working on all the player movement and rocket related things are one of the main priorities. I'd say the second priority is getting levels created or some other form of level generation. Art will also be important to get along the way in order to make the game more "fun" to play, as well as a major creative element. The team will be discussing the major creative element in the coming days.

## Current progress:

- Basic main menu
- Basic slow gravity
- Basic thrust
- Basic rotation/turning
- Basic space background

## 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.

- Velocity indicator
  - Could potentially do a UI lerp with a danger indicator
  - Text in addition to AI
- Crashing
  - On trigger enter if the velocity is above a certain speed, crash
- Fuel
  - UI with lerp to make things pretty
  - Just enough where the player will have to be generally careful
- Better art in general
- Sounds
- Less rotation drift
  - Initial thoughts - this should be able to be easily implemented with turning up the drag

- The rotation in particular may have to be shifted from physics to directly rotating the sprite if the changing the drag cannot fix the issue
- Level generation/designs
  - Making sure that the levels being made fit the style of the original game and have similar properties (dangerous except for the flat landing sites)