

To Do

Things we will definitely do

- Make the instruction multiple screens (no interactive tutorial) and add some info.
 - o Info on numbers on buttons
 - o Info on the controls
 - o Info on what ships are good against what ships
- Enemy units should not be green. (Tessa)
- Global Overview: Show ships around the planet as an indication to how many ships there are. (Nate)
- The combat results screen and/or the battle method is bugged. << (I think this happens when a planet with no ships on it gets attacked. If that's the case, than I know the problem (in the battle method))>> (Tessa)
- Left Click to select all stack. Right click on button to deselect one. (Tessa)
- Combat resolution should change: (Tessa)
 - o Names ("You" for the player and color names for the enemies) instead of numbers.
 - o Images of the ships instead of names
 - o A notation about which planet it is. (Dan does background)
 - o No combat res for what the enemy did.
 - o If there were no losses, don't put the text "losses:"
- During the enemy turn, the camera moves there. (Dan/ Nate)
- Limit how far the camera can go so the player doesn't get lost. (Nate)
- Grey filter for too expensive units should be a tiny bit greyer (Nate)
- Space to end turn
- Text on option buttons (Tessa)
- Research planet (Xixi)
 - o Like factory, but buy 'technologies' (Lasers, shields, advanced missiles and reactor)
 - o Scouts and Frigates are already unlocked.
 - o Fighters: Lasers
 - o Dreadnaught: Lasers, Shields
 - o Cruisers: Adv.Missiles, Shields
 - o Capital: All 4 unlock
 - o Another texture
 - o Functionality
- Upgrade costs for planets
- Balancing in general
- More ship types (3 extra) (Nate graphics, Dan more ships)
 - o Scout (weakest)
 - o Fighter/Frigate
 - o Cruiser/Dreadnaught
 - o Capital (strongest)

- Menu structure (to allow for level selection) (Tessa)
- 3 levels (Dan)
 - o Small, 1 player, 1 AI
 - o Bigger, 1 player, 3 AI
 - o Large, 2 players, 2 AI (maybe, or someone else).
- AI should distinguish between neutral and human player. (Dan)
- Win/victory conditions (and handling). (Xixi)
 - o Pop up, clicking to go back to menu.
 - o Win: no other players
 - o Loss: own no planets.

Things we might do if we have time/feel like it

- Overview of the enemies turn.
- Hovering over the inventory of resources shows how much is produced per turn (and the name of it)
- Make more options for research planet.
- Increase AI
 - o Make use of Warp Planets.
- Warp planets add some bonus to defense.