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| Feature | State |
| \* Grid | - OK |
| \* Display assets | - OK |
| \* Move camera | - OK |
| \* Place entities | - OK |
| \* EntityManager | - OK |
| \* Instance tree view | - OK |
| \* Asset Viewer | - IN PROGRESS (90%) |
| \* Tools | - OK |
| \* Project Management | - OK |
| \* Grid+ / Grid- | - OK |
| \* Camera coordinates | - OK |
| \* Radio buttons for tools | - OK |
| \* Save/Load | - OK |
| \* Import/Export | - NOK |
| \* Resource Management - Add custom dir | - IN PROGRESS (50%) |
| \* Fix loose ends | - IN PROGRESS (75%) |
| \* Remove close document button | - OK |
| \* Move grid with camera | - OK |
| \* Move Tool - Make more intuitive | - OK |
| \* Terrain - Fix Asset Viewer multiple viewport bug | - NOK |
| \* Terrain - Fix greyed button bug | - OK |
| \* Terrain | - IN PROGRESS (70%) |
| \* Terrain Creation | - OK |
| \* Terrain Brush Decal | - OK |
| \* Projective texture | - OK |
| \* Mesh | - OK (TODO: Optimize) |
| \* Terrain shaping tool | - OK |
| \* Height Tool | - OK |
| \* Linear height Tool | - OK |
| \* Terrain texture painting tool | - OK |
| \* Cut holes with stencil, and create caves | - NOK |
| - Select material generator | - NOK |
| - Stick terrain to closest one while holding shift | - NOK |
| - Delete and move terrains | - NOK |
| \* Voxel Terrain | - IN PROGRESS (30%) |
| \* Create backend for voxel terrains (threading, ...) | - OK |
| \* Voxel Region Creation | - OK |
| \* Voxel Volume Editor | - IN PROGRESS (30%) |
| \* Mouse edit - Geometry Raycast | - IN PROGRESS (75%) |
| \* Mouse edit - Plane Raycast | - NOK |
| \* Metaball Edit | - NOK |
| \* Voxel texturing | - IN PROGRESS (?%) |
| \* Back-End | - OK |
| \* In-Editor Atlas maker | - NOK |
| \* Texturing tool | - NOK |
| \* Refactoring | - IN PROGRESS (30%) |
| \* Module splitting | - IN PROGRESS (60%) |
| \* Render Engine Module | - OK |
| \* Editor Module | - IN PROGRESS (?%) |
| \* GUI Module | - IN PROGRESS (?%) |
| \* Plugin System | - NOK |
| \* Back-end | - NOK |
| \* Convert Ogre Terrain tools to plugin | - NOK |
| \* Convert Voxel terrain tools to plugin | - NOK |
| \* Fullscreen rendering mode | - NOK |
| \* Test button (run game logic) | - NOK |
| \* Test profiles (add arguments to the test run) | - NOK |
| \* Engine selection | - NOK |
| \* Engine options menu | - NOK |
| \* Public SDK | - IN PROGRESS (10%) |
| \* Interfaces | - IN PROGRESS (80%) |
| \* Render Engine sample | - NOK |
| \* GUI sample | - NOK |
| \* Plugin sample | - NOK |
| \* Undo/Redo | - IN PROGRESS (?%) |
| \* Property box | - IN PROGRESS (?%) |
| \* SkyBox / DomeBox / ... | - NOK |
| \* Sound Placing | - NOK |
| \* Light Placing | - NOK |
| \* Custom Markers | - NOK |
| \* Physics | - NOK |
| \* Asset Specializing (Assets with user-set settings) | - NOK |
| \* Asset filtering | - NOK |
| \* Instancing | - NOK |
| \* Water/Fog planes | - NOK |