10/20

Object List

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DOLIST

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Time Consume

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10/19

Object List

* Space battle
* Various weapon
* Scene change ( main, multi space - stage, station)
* Menu & inventory & player status
* UI (money, hp, shield..)
* Space & landing on planet
* Magellan protect mission
* Space ship inventory
* Resource(mining – space & hand)
* Transaction(in station)
* Player base station(base)

DOLIST

- Get Assets(SFX, model, missile…)

- Make cockpit model with ATM asset

- Make Main menu with unity asset (considering screen ratio)

Time Consume

- Manipulate blender to fix model

- double camera for UI & Image

- particle for main menu

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10/20

Object List

- Resource

- Space ship (fps, tps)

- player & ship info

- option for static move(effect)

DOLIST

- Make first fixed world with sphere skybox

- Make Inventory according to scroll width size

- Make Inventory Save & Load

- Make sample map 1

- Make sample playerShip with Camera Pos(FPS & TPS)

- Data load & save with { Getting and Setting Properties through Reflection }

// ref : <http://telegraphrepaircompany.com/using-reflection-loop-properties-object-c/>

Time Consume + difficult

- Inventory generation according to scroll width size

- Find Layout component

- Option for static GameObject cannot be manipulated. (Need another solution)

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10/21

Object List

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DOLIST

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Time Consume

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