Artificer Build LOG - October

# Build Log

### Week One - Fixes

* Create camera add ons:
  + Galaxy script – works like planet script but with galaxy images on bigger scale
  + Starfield controller not showing stars
* Fix plant scale issue when zooming (30/09/16)

### team spawning

* Left side of spawn picker with have default ship choice, provided by teamcontrollers
* Change PlayerSpawn to TeamASpawn and TeamBSpawn and alinement labels custom spawn functionality
  + Create team spawner manager (takes team sizes as a variable) base class for different teams
  + Team spawner consists of three functions
    - Small teams (up to 32 players) – two station at opposite ends 200km away from each other, create TeamA and TeamB Spawns around these (don’t bother with two other functions yet)
      * Add Network Identities to station generator
    - Team Spawner Manager will store a dictionary<short, Transform> for current ships
    - And store <short, ShipData> for player accounts. Shot being client ID
  + Don’t sync alignment labels so some will be enemies and others will be friendly
* Store ship data within space attributes for player (ShipData PlayerShip)
* Delete any AI waypoints, contract specific station data

### Complex Segment Object

* Asteroids
  + Damage when hitting shit depends on velocity and mass
  + Create background asteroids parallax scrolling
* Impact Collider
  + Hit damage area damage fades with difference
  + Redraw sprite when asteroid hit and create smaller fragments
  + Make Impact colliders more interoperable on all objects
  + Different forms of armour
* Components
  + Create destroyed component, break component sprites apart when destroyed
  + when ship destroyed, continue to break down components as opposed to destroying the whole ship
* Ship Graveyard
  + Background destroyed ships for parallax scrolling.
  + Min distance between wreckage comps

### Matchmaking

* Create chat message window
* Receive and process chat messages (ON HOLD)
* Test matchmaking with two computers
* Set every UI widget that displays user information to register for the PersonaStateChanged\_t callback, and update on any change.
* Make sure UNET can then take over with peer to peer networking.
* Add ability to kick players

### PlayerData and Stat Storage

* Create StatTracker– controller component with stat storage that’s responsible for keeping track of stats and updating steam. Get and sets
* Add player info in lobby list to display player stats

### Rebuild Custom Physic for game

## Extra

### Server

* Create a new Artificer Project called Artificer Server (NetworkManager.StartServer()) This should possibly have all the same game assets? Possibly keep on same project with different scene.
* <http://www.alanzucconi.com/2015/09/02/a-practical-tutorial-to-hack-and-protect-unity-games/>
* <http://en.unity3d.netobf.com/Video_help>
* https://www.hackthis.co.uk/articles/game-hacking-chapter-1-unity3d-attack-by-reverse-engineering

<http://forum.unity3d.com/threads/unet-steamworks-final-connect.415474/>

<http://www.codeproject.com/Articles/807861/Open-NAT-A-NAT-Traversal-library-for-NET-and-Mono>

<https://github.com/lontivero/Open.NAT>

* Create normal map and assign it when creating component
* Not all sockets within proximity light up when connecting components in unity editor
* Add multi language support (Russian)
* Repair self components (maybe repair in a station)
* <https://docs.unity3d.com/Manual/UNetVisibility.html>
* <https://www.reddit.com/r/Unity3D/comments/3bbk1y/help_with_unity_networking/csn4avc>
* <https://docs.unity3d.com/Manual/class-NetworkProximityChecker.htm>
* <https://docs.unity3d.com/ScriptReference/Networking.ClientScene.Ready.html>