

Things we changed in the Prototype

- Movement for the duck is now implemented by right clicking instead of WASD.
- Pressing y will toggle a free camera
- While in the free camera, holding space bar will centre the camera on the duck
- The peck ability is currently implemented as an auto attack, the player can select the enemy and the duck will automatically attack them until they die, or if the player de-selects

Things we have yet to implement

- Abilities for the duck. Such as wing attack, honk surprise, pecking.
- Only the ability UI has been implemented with cooldown time.
- Animations for each ability and the interactions when those abilities are used have not been used.
- Statistics are not balanced yet, such as health of ducklings.
- Additionally, UI for when ducklings die has not been implemented yet.
- Animations for the duck, such as pecking, are not polished yet. There are small glitches, sometimes the animations can get stuck.
- Add in the end of the game, when the duck reaches their home, a winning screen should be implemented.
- Fog of war should also be implemented.
- More enemies and polish off more realistic enemy mechanics for the wolves.