Technical & "Juice" Checklist

This is your implementation guide. These features specifically target the "Best Casual Game" judging criteria.

A. Audio Engineering (Crucial)

- [ ] **Engine:** Not a realistic jet. Use a "Toy Plane" hum that scales pitch with speed.
- [ ] **Wind:** Procedural noise based on velocity.
- [ ] **The "Swoosh":** Trigger a specific sound effect when the plane passes *close* to the user's head or a wall (Proximity detection).
- [ ] **Collection:** A harmonious chord progression. (Coin 1 = C, Coin 2 = E, Coin 3 = G...).

B. Visual Polish

- [ ] **Trail Renderer:** Always on. Essential for the user to see their flight path and correct mistakes.
- [ ] **Wingtip Vortices:** Activate only during hard turns (banking > 30 degrees).
- [ ] **Speed Lines:** subtle particle system around the periphery when Boosting.
- [ ] **Reactive Environment:** If the plane flies near a real-world table, spawn "Dust" particles on the table surface (using Scene Mesh collider).

C. Haptics (Controller/Hand)

- [ ] **Launch:** Ramp up vibration during Slingshot pull.
- [ ] **Turn:** Subtle vibration when banking hard.
- [ ] **Collect:** Sharp, crisp "click" vibration.
- [ ] **Crash:** Heavy, low-frequency thud.

D. Technical Constraints (Dev Notes)

- **Physics:** Use `Rigidbody` with `IsKinematic = false` but drag enabled. Use `MovePosition` for smoothing to prevent jitter.
- **Framerate:** Must hit 72Hz. The plane mesh should be low poly (toy style).
- **Scene API:** Use `MRUK.Instance.GetCurrentRoom().GetIndoorAnchors(AnchorLabels.Table)` to find spawn points.