Atlantis Unity Sim ToDo List

Figure out how to move the camera down to the surface of the planet

Generate A finer mesh for the Sphere directly below the origin so the planet doesn’t look faceted

Correctly position the top and bottom of the elevator cable

Need a function to draw a cylinder at the between two points

Cylinders need to scale better so that they are more visible at a distance

Add a runway at the bottom of the elevator cable

Add a higher resolution texture near the origin so that the ocean doesn’t look fuzzy

Planet needs an altitude atmospheric effect

Need five rings (at least when close in)

The angles of the forking stays are wrong

Add droop to the stays

Add the habitat assets to the ring

Integrate the code that makes the elevator go up and down

Make the elevator doors open and close

Need to be able to make imported assets children of the mathematically correctly positioned placeholders

Update the scale of all objects to be life-sized

Get the automated fly-through working properly

Add the transportation system