Recode with coroutines

Play drum roll for the stageTimer

<https://www.makeuseof.com/tag/make-custom-game-controller-arduino-unity/> -useful bit of remapping code

If cannonball trigger but the collider doesn’t can i still call on trigger in the collider without the trigger as well as the one without

https://stackoverflow.com/questions/9688237/how-to-prevent-colliders-from-passing-through-each-other

Look into view port rectangle forsplit screen

Take triggers off colliders to make the boat collide freez x z rotation and y position but seems not to turn or very little, maybe because so little difference in angle force being applied need to check though think it is 30 degree

Colliders strangley push up triggers too on the camera triggers

Need change code so doesn’t accelerate out of hand

But then issues of spinning and sinking and then not like turning once freezing directions

Also the speed now accelerates probably because when not a trigger it suddenly has weight

And so now it builds momentum

Needs more speed to move too

Could be useful for floating health boxes dropped when sink ai or would if dropped from sky it break the tone?

<https://www.youtube.com/watch?v=wwMn8S47LlY>

might be nice if health boxes give you the health you are + a percentage back so the more damaged you are by taking a fight more health you gain – insentive and comeback mechanic or reason to get health at the last moment!

So if i used my colliders as also the triggers they could bump off stuff, and then the cannon balls could be the trigger this way could take damage and manage collision

Architecture ship needs revising when do i want script for control and where collision etc

Would be nice if the wake image’s alpha was related to speed

Make separate hud canvas have it on a timer so turns off after your used to the game. Reappearing and showing rival too when battle cam is activated

Going to need to reverse the damage animation when receive health drop

Canons stop firing when enemy dies so maybe check if health drops below zero cancel invoke and because ship now called destroyed shouldn’t start again – or just cancel invoke now and again like every second just to check. – sloppy solve.

Ai random choose circle direction so will stop facing each other when both try and circle

Taken a trigger collider off the player ship need to check collision a cannonball location detection

An ai got into a hill on the terrain, shouldn’t be possible because shouldn’t be on the nav mesh and it was sailing but couldn’t get out because of its colliders. Maybe need to rebake ensure terrain and navmesh baked together some how or look up exclusion zones though would be better automatic.I have childed the objects thought that would help

Code so sinks after animation finished

Make sprite sheet flip book of the bomb and keg using gimp run in animator

Enabling object in canvas cause crash apparently canvas groups can solve this so need to research it

Jobs to do with feel

Drinking music

Sound effects

Sea sound effect

Seagulls

damage

Jobs to do with looks

Watch a video to get meditaranian beach feel

Decorate

Warm lighting looks really cold at moment

Make it sparkly

Lower environment lighting

More directional

Warmer!

Sea brighter

Shadows harder crisper so more noticeable

Spray ff boats not go yellow