AR PLANE – Features to add

PROTOTYPE 1

* Timer
* Score
* Basic UI
  + Title screen
  + Start Button
  + Back Button
* Force Field for Power Up
* Add data persistence for high score and name
* Add green plus symbol to increase time
* Sharpen Overall Look
  + Cool Shaders
  + VFX
  + Sound FX
  + Particle FX trails
  + Add Skybox
  + Post processing

-NEW TOP PRIORITIES

- green plus symbol to add time

- data persistence

- sound FX

- fine tune spawn rates

-add notes to scripts for clarity

-add lens distortion effect on boost?

PROTOTYPE 2

* Fix UI responsiveness for different screen sizes
* Look back at lesson to figure out how to instantiate game manager when starting game from main scene so it works properly
* More sophisticated UI
  + Score Board
  + Add difficulty settings
* Make UI Look better
* AR integration
  + Tap to place
  + Tap to start
  + Drag to steer