

# Halfway to Alpha (ms3.5)

*Printed from Asana*

Default deadline: 26.12 Inner milestone, no deliverables. At this point we want to reach "Low" target and start work on the "Desirable" target tasks.

## Technical:

- Player controls**  
Speed with which players responds to QTE affects the intensity of performed action.
- Ship's hologram**  
We want to show a 3D scheme of a ship with environmental objects that are close to the ship
- Ship-environment interaction**  
Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals.
- Visual tuning for player controls**  
Visual feedback for interaction is polished and satisfactory for the players.

## Art and visuals:

- Environmental objects**  
Visual appearance should be appealing of existing objects should be appealing
  - Boulder
  - Danger cloud
  - Booster
- Extra environmental objects**  
3 examples of each environment threat type  
Visual appearance should be appealing.
- Cockpit appearance**  
Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship.
- Ship model**  
Ship looks appealing.  
Damage to the ship is tracked, and is visible.
- Additional details to the ship**  
Increased number of small details to the ship (make it look "alive" and interesting to look at from the player's perspective).
- Polished tornado appearance**  
Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, but without intricate details.
  - Tornado
  - Weather effects
- Sounds**  
Most occurring events have sounds: impacts, lightnings, background noise from tornado, background ship noise, spells.
- Animations**  
Basic animations for impact with ship as camera shaking, ship "breaking", stone "crushing".
- Ship damage animation**  
Damage to the ship is tracked, visible, and appears naturally (believably) from the impacts or other interactions. Ship can be destroyed, multiple animations for the falling apart ship.

- Extra visual effects for magic zones and weather effects  
Additionally, some extra visual effects for "magic" fields.

Documentation:

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