

Interim milestone (ms3)

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Default deadline: 12.12 - we should show our first programming results. At this point we should have runnable skeleton of a game that can be demonstrated to others. Functional minimum requirements should be covered.

Technical:

- Networking**
Implemented, fully functional. The coop nature is the core of the game, and networking should be the top priority.
- Player controls**
"Spellcasting" is implemented. QTE with random sequences are there.
- Environment BL**
Environment objects like stones, danger zones and boosters have to be spawned "intelligently".
- Environment objects**
We need business logic for environment objects behaviour
 - Boulder
 - Zone
 - Booster
- Ship-environment interaction**
Environmental threats (zones, colliders) interact with the ship. Damage is tracked, ship can be destroyed by the environment.
- Ship BL**
Ship is recognizable as a ship. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit is basic, with simple model of a ship and damage report (should indicate which zones have to be repaired).
- Gameplay balance**
Victory is achievable.

Art and visuals:

- Ship model**
Ship is recognizable as a ship. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit is basic, with simple model of a ship and damage report (should indicate which zones have to be repaired).
- Environment objects**
1 example of each environment threat type. Visual appearance is basic.
 - Boulder
 - Danger cloud
 - Booster (affects ship's movement)
- Tornado**
Tornado can be recognized as one. Other weather effects (clouds, lightnings, etc.) look basic, but are distinguishable from the background.
 - Tornado
 - Weather effects

Documentation:

- Report

due December 9

Presentation

due December 9