# Alpha release

Team Rastermotte

Overall process

- Functional Minimum completed
- Low Target completed
- Focus on giving the player more choices and interactivity

Desirable Target

- Enhanced sprite for elevator and arms
- Changing environment (depending on height)
- Type of mission (cargo or people delivery) determines types of enemies that attack
- Cargo types imply story (radioactive material, food, politicians)
- Satisfying movement of arms
- Player inside of elevator tasked with fixing and fueling elevator
- Mounting points for extra stuff (artillery, shields, gadgets…)
- Shield that has to be timed to reflect incoming enemies
- Enhanced enemy sprites (space pirates, trash junkers, bodyguards, depending on height of elevator)
- Sound effects for space elevator (on hit, fueling, fixing)
- Collect money for final ticket
- Switch between different cables (locked by money), to reach final climb
- Different physical properties on different enemy parts
- Voluntary Mission Abort
- Complex enemy behavior (different behavior depending on enemy type, pirates attack alone, bodyguards more often in formation)
- Different themed music depending on height and location.
- Procedural generation of missions
- Player Character selection. Unlock new characters by winning. Different skin and special ability.
- Player can move outside of space elevator to scavenge for resources

Hangar

- manually load cargo into elevator
- open hatch (throw car)
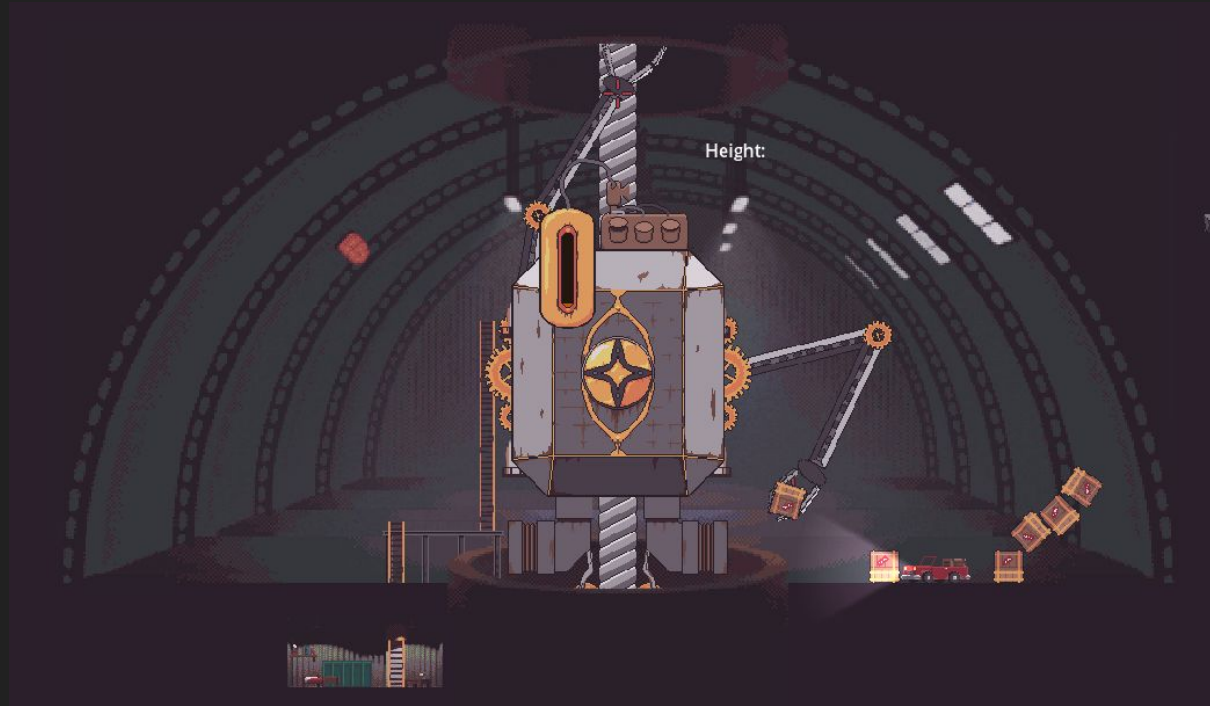
Tutorial

- simple tutorials with pop-ups
- savefile keeps track of completed tutorials

Arm modules

Shield

- absorbs small projectiles
- emits charge to parry larger projectiles (once added)

Flamethrower

- deals immediate damage
- enemies burn for 3 seconds
- consumes fuel

Arclight projector

- hold input to charge
- bolt to nearest enemy, cascade to others
- consumes ammo (inventory item)

Diegetic health

- Damage to elevator gets randomly delegated
- breakable modules:

	Net	Engine	Brake	Arm
broken	Drops down, not movable/ retractable	Continuously leaks fuel	Cannot switch in the fastest mode	Not movable

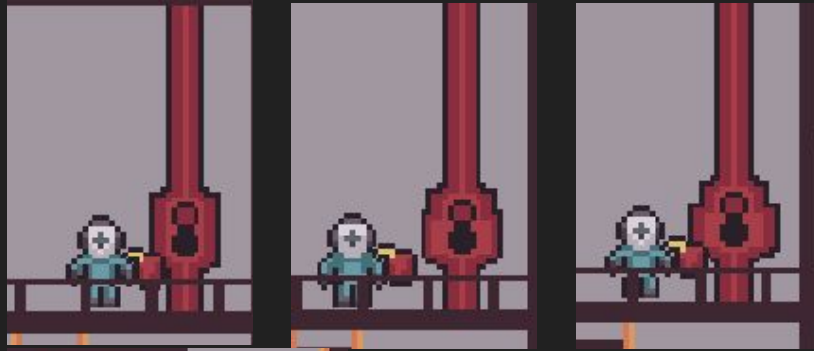- game over condition triggered once 3 out of 5 components break

Diegetic health

- visualisation using sprites and monitor
- status lamps on the outside of elevator
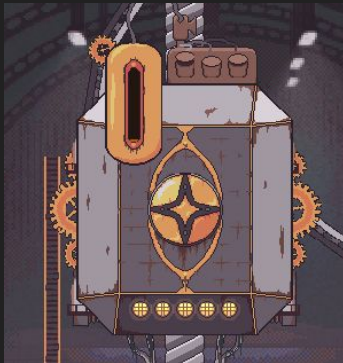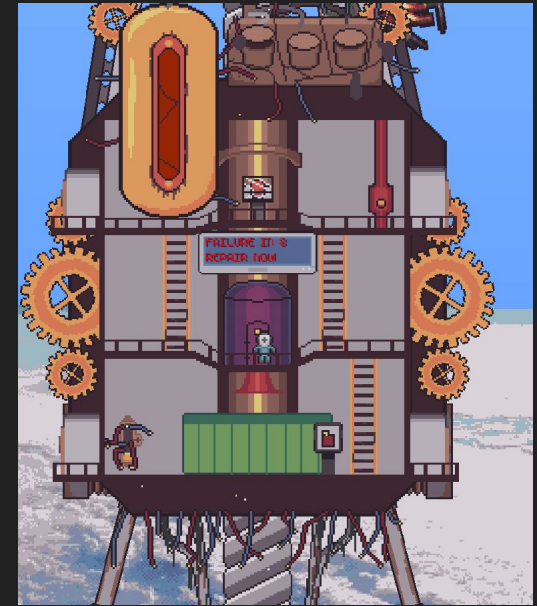
Interior rework

- new fueling station
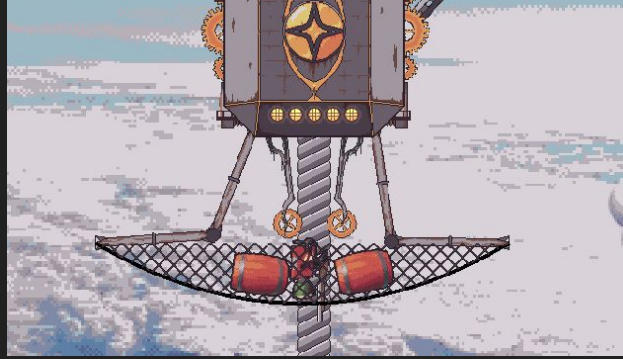
- new dispenser station

- diegetic height meter

- drop button

Trawl Net

- Implementation of feedback from last presentation
- Basically a rope simulation
- Explored two approaches: Verlet Integration and Rigidbody-based
- Rigidbody-based won due to simplicity and already integrated into physics engine
- Function: Collect dead enemies! Use as scrap for repairs, loot fuel or simply collect as throwables for later!

Contracts

- random generation (scenario, cargo type, risk level, pay, destination)
- lightly procedural as most variables influence each other (like pay and risk obviously)

Smaller additions

- Music and pause menu
- Enemy script overhaul and damage indicators
- Sound effects for most things
- Inventory representation inside of elevator
- Retractable (shredder-equipped-)Chutes on the Elevator for loading cargo and scrapping enemies
- Small quality of life stuff, lots of bug fixes (especially for physics stuff)

Next steps

- Playtesting!
- Unlocking of actual end goal (reach and retire at Elysium station)
- Alternative ending with anarchy contracts (seize the means of production)
- 2 more levels with different weather and environment
- More enemy types + support enemies
- Boss enemies for very high risk contracts

Livedemo

Thank you for your attention
Any questions?