

Alpha release (ms4)

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Default deadline: 16.01 Alpha release. At this point game should be between "Desirable" and "High" target.

Technical:

- Game menu
- Gameplay balance
Victory is achievable, but the game is challenging to play.
- Difficulty scale
There are multiple types of tornadoes players can conquer, with different difficulty level.

Art and visuals:

- Ship animations
Animations for ship-environment interactions are nice and look plausible, transitions from different states are fluid or close to fluid.
- Sounds
Most of the events have sounds: impacts, lightings, background noise from tornado, background ship noise, spells, etc.
- Additional environment objects
2 extra objects for each type
 - Boulder
 - Danger zone
 - Booster
- Extra details to the ship
Ship is very detailed, everything there has a purpose and is smoothly integrated.
- Tornado
The general look of the tornado is well-put together and everything fits together nicely. The whole picture strikes with awe.
- Sounds
Everything that happens on the screen has multiple corresponding sound effects, which are rotated throughout the play through.
- Additional animations for most frequent actions
Multiple animations for frequently made actions is necessary

Documentation:

- Report due January 13
- Presentation due January 13
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