

## Road map

Additional developers/artists will be sought from stage two onwards

### Planning

- [100%] Plan main features
- [100%] Plan maps
- [100%] Investigate engine
- [100%] Road map

### Beginnings (Initial Architecture and Feasibility)

- [100%] Implement ability to cast spells (client side)
  - [100%] Make a button to release a currently held spell
- [100%] Implement spell net code
  - [100%] Held entities
  - [100%] Power sense
- [100%] Implement test spells (functionality)
  - [100%] Air blast
  - [100%] Light
  - [100%] Fire darts
  - [100%] Ice shards
  - [100%] Slice
  - [100%] Shielding
  - [100%] Protects
  - [100%] Earthquakes
  - [100%] Heal
  - [100%] Linking
- [100%] Make Basic HUD
  - [100%] Casting Disc
  - [100%] Power
  - [100%] Stamina Bar
- [100%] Sprint

### Stage Two (Implement significant portion of game)

- [025%] General Visual Effects for spells
  - [050%] Visual effects for casting spells (threads entity)
    - [010%] threads materials for all powers
    - [000%] attach to player model
  - [005%] Visual effects for held spells
    - [000%] Create icons for all spells
    - [000%] attach to held spell icons to player model
    - [000%] calculated layout for multiple held spells
- [005%] Spell Specific Visual Effects for existing spells
  - [090%] Air blast
    - [000%] projectile model
    - [000%] particle effects
  - [050%] Light
    - [000%] instance model
    - [000%] multi axis sine movement
  - [090%] Fire darts
    - [000%] projectile model
  - [090%] Fireball
    - [060%] projectile model
    - [000%] particle effects
  - [090%] Ice shards

- [000%] projectile model
    - [000%] particle effects
  - [100%] Slice
    - [100%] projectile model
  - [080%] Earthquakes
    - [000%] projectile model
    - [060%] instance model
    - [000%] particle effects
  - [050%] Protects
    - [050%] visual effects / model (attach to player model)
  - [000%] Linking
    - [000%] hud information on your current links (for all players in chain)
    - [000%] visual effects / model (attach to player model)
  - [005%] Heal
    - [010%] hud status icon (for player being healed)
    - [000%] particle/visual effects (attach to player models)
  - [000%] Shielding
    - [000%] hud status icon (for player who is shielded)
    - [000%] visual effects / model (attach to player model)
- [020%] Improve HUD
  - [040%] Show held spell icons (and number of charges, power used, etc)
    - [050%] use icon resource on hud instead of held entity ID
  - [080%] Show statuses for Air/Fire/Earth Protect
  - [020%] Show power ups (invisible, haste, slow, poison, heal, bound, shielded, etc)
  - [000%] HUD artwork
- [000%] Implement sword weapon (functionality)
  - [000%] Swing
  - [000%] Sheath
- [000%] Sword weapon model
  - [000%] Sword weapon animation
- [000%] Implement wounded player
  - [000%] Gibbing
  - [000%] Reviving
- [025%] Implement more spells (functionality)
  - [075%] Grab Player
  - [090%] Cure
  - [090%] Poison
  - [090%] Slow
  - [100%] Rip
  - [000%] Explosives
  - [000%] Ignite (for explosives)
  - [000%] Lightning
  - [100%] Stamina
  - [000%] Fog
  - [000%] Invisibility
  - [000%] Revive
- [030%] Add support for map scripting, via Lua.
  - [100%] Add Lua VM and script loading
  - [100%] Add Lua hooks
  - [025%] Add Lua functions
- [000%] Create additional Mapping Entities (including objective stuff)
  - [000%] Construction / Progress bar
- [000%] Models for map entities

- [000%] Construction Marker
- [005%] Support for objective game mode
- [040%] Block out two maps
  - [090%] Map 1
  - [005%] Map 2
- [001%] Map artwork
  - [005%] Map 1

#### Alpha Release 1 (0.1.0)

##### Stage Three

- [000%] One or two maps fleshed out significantly
- [000%] Menu GUIs
  - [000%] Main Menu
  - [000%] Options Menu
    - [000%] Player Options
    - [000%] Controls Options
    - [000%] System Options
    - [000%] Game Options
  - [000%] Multiplayer, Server Browser
  - [000%] Demos Menu
  - [000%] Credits
- [000%] Competition Features
  - [000%] Pause
  - [000%] Ready
  - [000%] Lock Teams
  - [000%] Spec lock Teams
  - [000%] Referee
  - [000%] Shoutcaster mode
  - [000%] Coach mode
  - [000%] Autorecord demo
  - [000%] Coin toss
  - [000%] Detailed Statistics
- [005%] Spell Specific Visual Effects for existing spells
- [000%] Implement more spells (functionality)
  - [000%] Blossoms of Fire
  - [000%] Death gate
  - [000%] Bale fire
  - [000%] Travel
  - [000%] Still
- [000%] Improve HUD
  - [000%] Compass
  - [000%] Fire teams. Show player's currently held spells, HP, power
- [000%] Add command map
- [000%] Protect weaving against +left; +right; +lookup; +lookdown;
- [000%] Player models
- [000%] Make misc game models
- [000%] Make more texture assets
- [000%] Support for stopwatch objective game mode
- [000%] Extend Lua scripting capabilities as required
- [000%] Extra spell commands
  - [000%] Swap spell positions

#### Alpha Release 2 (0.2.0)

##### Stage Three

- [000%] One or two maps finished, one or two more started

- [000%] Finish adding spells
- [000%] Finish additional Mapping Entities
- [000%] Make more Player models
- [000%] Make more game models (for added spells, etc.)
- [000%] Make lots more texture assets as required

Beta Releases as required (0.3.0 to 0.6.x)

Stage Four

- [000%] Finish all maps
- [000%] Finish all Player models
- [000%] Finish all game models
- [000%] Finish all main planned features
- [000%] Play testing
- [000%] Packaging
- [000%] Balancing
- [000%] Optimization
- [000%] Add minor additional features as considered (ie, cvars to configure HUD more)

Beta Releases as required (0.7.0 to 0.9.x)

Finalizing

- [000%] Extensive play testing
- [000%] Optimization
- [000%] Balancing

Final Release (1.0.0)

Revising

- [000%] Bug fixes
- [000%] Balancing
- [000%] Additional resources (maps, player models, etc) ?
- [000%] Additional game play (new spells, etc) ?

Future Releases (1.0.0+)