

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
 - [100%] Air blast
 - [100%] projectile model
 - [100%] particle effects
 - [050%] Light
 - [000%] instance model
 - [000%] multi axis sine movement
 - [100%] Fire darts
 - [100%] projectile model
 - [085%] Fireball
 - [100%] projectile model
 - [010%] particle effects
 - [085%] Ice shards

- [100%] 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%] Differentiate between weave disk for aggressive and defensive
- [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
 - [100%] Cure
 - [100%] Poison
 - [100%] Slow
 - [100%] Rip
 - [000%] Explosives
 - [000%] Ignite (for explosives)
 - [075%] Lightning
 - [100%] Stamina
 - [000%] Fog
 - [000%] Invisibility
 - [000%] Revive
- [090%] Add support for map scripting, via Lua.
 - [100%] Add Lua VM and script loading
 - [100%] Add Lua hooks
 - [100%] 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%] Create Server
 - [000%] Demos Menu
 - [000%] Credits
- [000%] Make spells easier (eliminate unavailable combinations)
- [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
 - Kills, Deaths, Assists, Revives, DG, DR, TDG, TDR, Spells cast, K&D&DG&DR per spell.
- [000%] 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 Four

- [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 Five

- [000%] Finish all maps
- [000%] Finish all Player models
- [000%] Finish all game models
- [000%] Finish all main planned features
- [000%] Identify any artwork which should be improved
- [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+)

Engine

Easy

- Improved crosshair functionality (see W:ET)
- Complete name colors (see W:ET)

Medium

- Particle system