

Title: CMPUT 399 Final Project Progress Report

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Implement a more complete in-game menu system, including tweaking icons and menus to make it more instantly understandable and unobtrusive to new users.

Progress: Many in-game button icons have been redesigned to be more descriptive of their purpose and to be generally more appealing.

Next Step: Custom made targa graphic files are not recognized by ORTS, resolve conflict. Flesh out the menu system where appropriate. Time willing redesign further faction-specific button icons. Clean up and standardize button icons usage, currently for example, the "Attack icon" is being used to represent attack, land building, enter bunker, etc.

Implement a more immersive solution to indicate units being attacked, rather than the current method of showing an arrow.

Additional Objective: Use particle system to where appropriate

Progress: We have isolated all the require object properties to draw in custom attack animations. We have isolated much ORTS particle emitter code to base the attack animations off of.

Next Step: Implement custom emitters for each target type (bug, human, building, etc).

Tune the "rubber-banding" unit selection system to respond more as prior RTS gamers would expect, including fixing a unit selection bug made known to us by Tim.

Progress: We have isolated the code we will have to work with in GfxModule.C. We have on paper designed how these controls will work.

Next Step: Implement design. Discuss whether to modify GfxModule.C or create new App to add mouse functionality.

Implement unit death animations created previously by artists.

Additional Objective: Implement incremental damage to buildings.

Progress: None so far, beyond discussing methods for carrying this out.

Work with other teams to implement user definable AI scripts and actions.

Progress: None so far.

Other: We are setting up a Project Page and SVN repository on Google Code to store our work and progress, it can be seen publicly at <http://code.google.com/p/ortsguiupdate/>