

## Prototype Notes

**GOAL:** *Make the current game more like the concept art look and feel.*

**General visual note:** Ships roaming around that aren't enemy ships? Will need to distinguish between good and bad easily.

## Overworld

- Camera to be closer in (in between the current overworld view and the combat view)
- Ship should always be drifting slightly in the direction of previous movement (unless docked), even when not pressing WASD
- Slow down the maximum movement speed → may mean level re-design
- “ “ above also applies to enemy ships

Issue: Is there a way to turn the ship depending on the direction of travel?

- Idea: If only backing up a bit, ship stays facing that way. Else, if it's backing up for a while, turn the ship the other way around (animated or flip w/ ease in and out?)

## Combat

- Movement does feel nice here, though some constant drift (like the above mentioned) may work
- (Sidenote): What's the point of turning on/off the guns?
- (Sidenote): Right-click to both assign and unassign perhaps?

Additional ideas:

- To get that ship feel of manoeuvring to show certain guns...
  - Have sections of the ship closest to the enemy only able to fire.  
E.g. To fire the fore-guns, the bow of the ship faces the enemy. To fire the stern, the astern needs to face the enemy... same with the top and bottom set.