Rock Raiders Tasks

Date 19/3/1999

Rob Wilson

- Path destruction. Change to rubble.   DONE
- Lasers on vehicles   *Which vehicles ?*   *½ Day*
- Escape animations for creatures.   2 Days
- Path continuity code for power lines to buildings.   DONE
- 'No Power' symbol for buildings.   DONE
- Rock Monster stamp/smash down animation on paths (see above)   DONE
- Mobile teleporter should be self powered.   DONE
- Air supply for mini-figures. If there are more than ten mini-figures per barracks, the air supply will diminish until it runs out, everyone DIES!   ½ Day
- Upgrade(/Repair?) building. Also mini-figure upgrade.   ½ Day
- Crystal refinery doesn't eject refined crystals. Stores them to power buildings along paths.
- Maximum of 10 crystals returned for a destroyed crystal refinery.   1 Hour
- Selection box 'corners' around objects.   1 Hour
- Power level/recharge scenes for crystal refinery/teleport pads.   ½ Day

Paul Bell

- 'Pusher' code.
- Floor and wall smoke effect for laser hit   *Graphics ?*   *½ day*
- Path de-selection menu   *Graphics ?*   *1 hour*
- Health bar horizontal.   ½ day
- Pop up a '-1' symbol when object is damaged.   ½ day
- Various panels for map rotation/tilt building rotation etc.   DONE subject to available graphics
- Buffer 'teleport new mini-figure' clicks.   DONE
- Docks - Small Cat teleports down to water entrance.   DONE

Karl White

- Use text print for objective instead of static graphic.   ½ Day
- Reward screen showing statistics for the level. Crystals found/energy used etc. Text only - 1 Day
- Continue tutorials   ONGOING

Andy Ray

- Disable ALT-TAB and stop emails from disrupting game

SuperTone

- Stabilise NERPS   2 Days
- Do tutorial levels   ONGOING
- Look at InstallShield / PCInstall   2 Days