

Prototype week 4.0

Camera

Camera now zooms in and out automatically depending on how close objects are to the camera.

Environment (Architecture has collision, not furniture)

Texture-atlas for the room architecture has been implemented, including texture for the beams.

Textures for the furniture (bookshelf, mobile, lamp, bedside table, computer chair).

New textures for the floor and ceiling.

New meshes added to the scene.

Placeholder particle effect for blocks that has been fired.

Multiplayer

Projectiles get a random colour picked out of a list. (Not compatible with stashed blocks).

Bomb blast-ratio has been tweaked.

Timer does not start immediately when the timer button has been pressed. (The countdown is currently not visible in-game).

Main Menu / GUI

Most buttons in main menu have their real button textures.

Pause menu buttons have their real button textures.

Buttons change texture when hovered over.

Most buttons changes size depending on screen resolution.

Group logo, Your Mind Games, is visible on the title screen.

Sound

More placeholder sounds has been implemented.

HUD

Placeholder textures displays what colours the blocks will have when fired.