

SevenSea

Abcd = important

Abcd = easy

Abcd = hard

Known Bugs:

- As client, while boosting, cannon balls spawn behind boat
- As client or host, port upgrade buttons not interactable?
- **Server Lag**
- ~~- Player client is able to hit themselves~~
- ~~- Player able to rotate and shoot when dead allowing dead players to kill live~~
- Host advantage over clients?
- **When player is alive they can not be able to move ?**
- ~~- Movement doesnt work, at all~~
- ~~- Infinite health~~
- ~~- Audio bugs~~
- ~~- Server size too small for play area~~
- ~~- Bullets not being able to kill players~~
- ~~- ALL UI IS UNINTERACTABLE~~
- ~~- Join mid game~~
- Host migration
- ~~- If player leaves, then throws error, need to destroy player prefab on leave~~
- **///Bullets kill self**

Future Updates:

- **On death, drop cargo**
- Player notifications on controls(Example: When they get close to the dock the game can say "Press 'f' to anchor")
- New Water Tiles
- Refurbished boat sprites

- Larger size boat sprites
- New Islands to explore
- Sea monsters
- Treasure chests
- Enemy sprites
- Character on the Land (probably not)
- Faster Turning and being able to change the sensitivity of rotation in the settings
- When the player start they can get a certain amount of time where they can't be killed (forcefield kind of thing)

Game icon

- New cannon fire ship
- Boats turning to the color / Flag colour is colour set in menu
- Moving backwards possibly
- settings(sound adjustments, inverted controls,boat turning sensitivity...etc)
- ?kraken?
- Chat
- Leave server button
- Powering up cannons (hold down mouse button)
- Reward killing players with gold
- On killing 3 players bounty is placed on person, increases with each kill after, bounty is awarded to player that kills player with bounty
- Leaderboard type thing in top right, showing highest bounty person name
- Restrict length of player name
- Player name above boat
- ?Dedicated server? (No player host)
- Cannonball amount recharge, 10 shots max, recharge
- Respawn delay, and random spawn
- *Server wide events:* Large AI ship carrying cargo sails through, ?boss boats?

