**Enemy Behavior Notes**

1. Spawn Enemies on Death
2. Enemies that die over time, but heal when you hit them. (Animate them fading, but restore them when they take damage.)
3. Enemies that spawn Bomb Blocks on Death
4. JoeMob – Circular Mob with an angry face and spikes on all sides. Slowly begins spinning faster and faster while firing shots in all directions. Then slows down, moves to a new location and repeats. Changes color from white to red as he spins up and vice versa.
5. Mobs that are composed of multiple blocks.
6. Tiny fast-moving erratic enemy.
7. Kamikaze mobs
8. Enemy Strafing Run types
9. Bosses Need a health bar (On Screen, not on mob)
10. High health mobs need some indicator of health. (3 sprites for high, med, and low heath)
11. Enemies that add color mods to themselves one block at a time and you can watch them get constructed.
12. Re-write the spinner and the teleporter so I can interchange those at will. (Merge them)
13. Repair Drones (Ship comes out and slowly heals a target)
14. Shield Drones which must be destroyed before their shield goes away.
15. Mirror Enemy, moves opposite to you and fires when you do.
16. Enemies that leave a constructor drone when they die, the constructor will reanimate them if given enough time.
17. Enemies have a chance to explode on death causing fragments, screenshake, and more explosions.
18. Make the boss waves flash a message “Boss Wave” in flashing red and white.

**Upgrade Ideas**

1. Modules explode with missiles when they die.
2. Loot Magnet (Attracts Power Ups and maybe Modules, maybe two different power ups) (Circle collider that spawns a line renderer and causes affected stuff to be drawn in with translate.directed)

**Other Ideas**

1. Power-up which grants a certain color of block a force shield.
2. Power-up which swaps your weapon for a massive DBZ blast for a set time. (Screen Shake)
3. Boomerang Projectile
4. Cluster-Bomb Launcher (Projectile that breaks into smaller clusters of bombs)
5. Projectiles that leave an area that causes damage over time when they explode
6. Projectiles that grow over time
7. Leprosy Missile – causes random color modules on the player to die.
8. Singularity Gun/Powerup
9. Color Mods need more health in general.
10. Color Matching need more of a tangible reward.
11. Color match could add a permanent weapon to the player ship.
12. Screen wipe powerup (wave from bottom to top)
13. Armor and Shields rather than Health
14. Auto-targeting auto-firing mini-cannon
15. Orb Cannon (Fires 3 horizontal orbs, then 3 vertical alternating)
16. Invulnerability Powerup
17. Charge weapon (charges up and then fires a large blast)
18. PowerUp which scatters proximity mines (they explode after a duration if not hit)
19. Shield Block which produces a shield that can block enemy projectiles (turns on and off on its own timer or absorbs a set number of shots)
20. Block which spawns tiny little fighter blocks.
21. Durational powerup weapons which give you some powerful weapons for a short time
22. Blocks with beams between them like fire chains
23. Power Ups which give a “charge” of some usable weapon. (Destroy all enemy shots, big attack, etc…) – UI Element to indicate that you have a Charged ability.
24. Upgrade that causes shots to split into multiple shots.
25. Speed Upgrade
26. Matches only boost their own color maybe? (Subsequent matches add additional upgrades to that color)
27. Shot-Gun Type Weapon

**Other Things To-do**

1. Make a proper title screen and menu options for controls and such
2. Make a tutorial that shows the player how to move, match colors, and catch modules
3. Find a way to auto-color particle effects. Maybe Resources.Load

**Scope Creep Ideas**

1. Factions? Some enemies fire on each other.
2. ShipYard (adds a new block to your ship every X seconds)
3. Spend “Score” to generate a new block
4. Challenge mode where the player starts with a specific configuration of blocks. Maybe they don’t get new ones, or I donno, stuff.
5. Player surrounded by a “shield” of blocks, but doesn’t get any more after that. A few turret blocks are placed behind the shield as the player’s only weapons.