

WBS Gate 01

Licencing

- Namen ändern: Hammerjaeger
- Subtitle ändern: ?
- Hammer Man richtiger Name: Sven?

Level Design

- Level Auflösung verringern (reinzoomen)
- Balancing difficulty

Art & Animation

- Hammer Swing Time (BPM herausfinden)
- Sven hit and walking animation with smear frame
- Background Art
- Door sprite
- Spawner sprite
- make stairs into ladders
- Logo

Concept

- No longer super hero theme
- Main character was an ordinary exterminator who adapted to extraordinary occurrences
- 80s and robots
- Add features but not mechanics

Features

- **Enemy types**
 - **Disruptive enemy types**
 - Exploding enemy: Explodes with a short delay after being destroyed and can thus knock away the player to another position in the level
 - Resurrectable enemy: Has two Hitpoints, if only hit once, can be resurrected by another robot moving over it.
 - Two sided enemy: Can only be destroyed when hit once from each side
 - One sided enemy: Can only be destroyed when hit from a specific side
 - Armored enemy: Can only be destroyed when hit while player is falling (jump attack)
 - Spawning enemy: spawns two new (normal) robots when destroyed.
 - Toss-able enemy: Gets knock away when hit and only dies what colliding with a wall in he process.
 - **Helpful enemy types**
 - Trap enemy: Becomes a trap at it's current location for other enemies when destroyed
 - Repairing enemy: When destroyed harmless and still continues walking to the exit. Instead of damaging the door though, it repairs them or even rebuilds them with 1 hp.
 - Shock wave enemy: Creates shock wave upon death that destroys other nearby enemies
- Destructible furniture

Mechanics

- Player remains on ladders when stop holding down W
- Try out implementing a jump

Audio

- Main music track
- SFX hammer impact, enemy death maybe more...

UX/UI

- Start Menu Screen
- Exit game button
- Hammer impact feedback effects
- UI: Healthbar, highlight spawners, highlight exits
- For now write on screen: „Don't let them escape!“