This Week:

* Disable one sided enemy
* New exit sprite (door from side view barricaded with furniture)
* All sprites except background textures outlined
* Background Textures only wood (alternatively dark/black background)
* Carpet color: cream color ( B2A94A; 178,169,74)
* Brickwall
* Support beams rework
* Hammerjaeger standing animation
  + Shrink Hammerjaeger from 72 pixel to 64 pixel hight
  + Outline Hammerjaeger
  + Make shoes into more organic form
  + Frames: Hammer resting on shoulder, Hammer overhead, Hammer on ground (with smere frame),
  + Smere frame only when hammer is going down (not up)
  + Fix hammer on ground sprite to prevent hammer from being cut off.
  + Hammer on gound sprite length 80 pixel!
* Implement rhythmic hammer beat sfx
* Synchronize hammer beat to music beat
* Hammerjaeger add walking and hammering animation
  + Frames:
    - Hammer resting on shoulder: contact left
    - Hammer overhead: pass right
    - Hammer on ground: contact right
    - Hammer mid height : pass left
* Enemy sprites – walking animations
  + Healing
  + Shockwave
  + Spawning
* Logo: Hammer head with H letter in a cool shape
  + High res.
  + Low res.

Should have

* Hammerjaeger climbing animation (no hammering)
* Hammerjaeger falling animation (no hammering)
* Hammerjaeger jumping animation (no hammering)
* Enemy fall animations
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Enemy smashed sprite (robots into pieces)
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Generator animation
* Spawner new sprites
* Furniture
  + Particle effect, animation, broken state or physics based scraps
* Test enemy with multiple HP
* Win screen
* Game over screen
* Menus
* Level design, try slower movement Hammerjaeger and more puzzle like design
* Try it with fewer but faster enemies

Nice to have:

* Nice to have: Hammerjaeger intro animation (no hammering)
* Enemy types attack exits barrication extra animation
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Enemies flee from hammerjaeger
* Enemy defeated by jumping on top of it
* Enemy has to be knocked against a wall to be killed

Visual design guidelines

* Background
  + Colors
  + For the background, only the greyed out colors are allowed!
  + Maybe rules for shape types for sprite types
    - 16 Light colors
      * Light blue (0,169,254) #00A9FE
      * Light crème color (226,218,188) #E2DABC
      * Light green (29,118,8) #1D7608
      * Light grey (98,98,98) #626262
      * Light orange (159,79,4) #9F4F04
      * Light pink (230,65,240) #E641F0
      * Light red (255,13,13) #FF0D0D
      * Light skin color (255,169,141) #FFA98D
      * Light skin color reflection (255,190,169) #FFBEA9
      * Light violet (115,19,171) #7313AB
      * Light wood brown (163,117,74) #A3754A
      * Light wood brown bright (180,133,89) #B48559
      * Light yellow (247,234,71) #F7EA47
      * White (255,255,255) #FFFFFF
      * New
      * New
    - 16 Dark colors
      * Black (0,0,0) #000000
      * Dark blue (0,128,192) #0080C0
      * Dark crème color (208,193,145) #D0C191
      * Dark green (22,90,6) #165A06
      * Dark grey (58,58,58) #3A3A3A
      * Dark Orange (129,65,4) #814104
      * Dark pink (206,16,217) #CE10D9
      * Dark red (175,6,6) #AF0606
      * Dark skin color (229,143,115) #E58F73
      * Dark violet (97,16,143) #61108F
      * Dark wood brown (141,101,64) #8D6540
      * Dark wood brown dark (96,68,44) #60442C
      * Dark yellow (216,201,11) #D8C90B
      * New
      * New
      * New
  + Wood texture only