



- Extra Ideas :)
- ← difficulty & appeal (according to Richard)
 - Monster compendium : |
 - ↳ Collection of info about enemies killed
 - Lore : |
 - ↳ Readable journal entries across the map
 - Shop : |
 - ↳ A reason to want to win
 - ↳ start with a gun?
 - ↳ +hp? +dmg?
 - Spectating :) / sit-out : |
 - round

view range: 40 studs

can see radar-tagged from anywhere

Enemies →

	A	B	C	D
Die after 1min & give health to living aliens left (give health)	hp 1	1	2	1
speed-mult	x1	x1	x0.5	x0.5
dmg	2	2	3	0
fxn	foot-soldier	faller	jump per (athlete)	surveyor (radar)
		falls from sky	jumps really high	periodically scans radius on all axes & marks plrs in range for aliens to target
		To get plrs in high places		

plr (no "classes")

	A
no regen	10
*recalibrate w/ phytesting	x1.5

Setting

- small town
 - Max: 2-story buildings
 - No doors (only doorways)
 - Stairs are slanted
 - Trusses on building edges (z-axis)
-
- like were (spilly invis)



Gun → Prefer a mesh but not absolutely needed

Range 40 studs

dmg 1

cd 4

Waves →

#	1	2	3	4	5	6
time passed	5sec	1m 5s	2m 5s	3m 5s	4m 5s	4m 35s
allowed (to spawn)	A	A, C	B	A, C, D	A, B	C, D
#spawn	3	6	9	10	10	10
per-plr-mult	x1.5	x2	x2	x2.5	x2.5	x3

Need a map

Don't absolutely need a map

Intermission → length 45sec

Server

plrs 1-5 plrs

stats wins

- Scripts →
- leaderstats
 - entity component system?
 - round/intermission system
 - round manager
 - loading screen
 - gun script + pick-up script
 - enemy behavior
 - ↳ (need efficient way to implement radar effect)
- server
- GUI responsiveness
 - loading screen
 - gun script
- client

#spawn + [per-plr-mult * (plrs-1)]

↑ copyright me! y

↑ floor fen

↑ calibrate w/ play-testing

considering memory & that plrs get 1 gun but all die

* Might be too many enemies tbh but all die after 1min to save performance, so... * we'll calibrate it, dw.

pass on their health to the youngest aliens

New wave spawned from "allowed" pool of enemies.