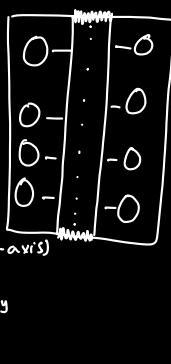


- Extra Ideas :)
- Monster compendium: difficulty & appeal (according to Richard)
    - ↳ Collection of info about enemies killed
  - Lore:
    - ↳ Readable journal entries across the map
  - Shop:
    - ↳ A reason to want to win
    - ↳ Start with a gun?
    - ↳ +hp? +dmg?
  - Spectating :)/sit-out: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

(Intermission)

## Setting

- small town



- Max: 2-story buildings
- No doors (only doorways)
- Stairs are slanted
- Trusses on building edges (z-axis)



## Server ↗

Plrs 1-5 plrs

Stats Wins

Scripts → leaderstats  
entity component system? for controlling mobs. Maybe not. idk.

server round/intermission system

round manager

loading screen should look something like this...

gun script + pick-up script

enemy behavior (need efficient way to implement radar effect)

client GUI responsiveness

loading screen

Gun script

Enemies → view range: 40 studs  
can see radar-tagged from anywhere

	A	B	C	D
Die after 1min & give health to living aliens left (hive health) hp	1	1	2	1
Speed-mult	x 1	x 1	x 0.5	x 0.5
dmg	2	2	3	0
f/xn				
foot-soldier				
faller				
jumper (athlete)				
Surveyor (radar)				

faller ↓  
jumps from sky ↓  
jumps really high ↓  
To get Plrs in high places ↓  
Periodically scans radius on all axes & marks Plrs in range for aliens to target

Gun → Prefer a mesh but not absolutely needed

Round 2

Range 40 studs

length 5 min

dmg 1

cd 4

tbl/c 4 is rhythmic &amp; knobs?

Waves →

# 1

↓

time passed 5sec

allowed (to spawn)

# Spawn 3

per-plr-mult x 1.5

↑ calibrate w/ play-testing

↑ floor fin

copyright melv

# SPAWN + [per-plr-mult] ^ (#plrs - 1)

↳ just gotta fit criteria

etc?

↳ just gotta fit criteria

↳ just gotta fit criteria