FInal Web Game (top-down):

(NOTE: Bolded means completed!)

\* Player

i. Biker

ii. Spaceship

iii. implement health bar (100 hit points)

\* Enemy

i. Enemy ships

ii. police ships

iii. lesser ships (they shoot in a straight direction)

\* Levels

1. Desert

2. Forest

3. Lava/Snow

\* Pickups

i. Photon fuel (repair shit)

ii. trinkits

iii. uranium testicles

iv.

\* Shots/Bullets

i. blast

ii. bullets

iii. laser (bullet balls neon light)

\* Audio/SFX

**i. player/enemy damage**

**ii. player/enemy shots**

**iii. pickups**

**iv. player death**

v. soundtrack