**Tutorial Fixed**

* Inventory Swap / Close introduced
* Healthpacks presented after forced damage, or something to emphasize they exist.
* Shield mechanics introduced. Possibly through forced damage. It might make sense to introduce health items before the shield so we can force the player to take damage.
* Less ignorable (more flashy text or whatnot)
* Second weapon.
* Make all tutorial items stats fixed, but probably in the “junk” tier?
* Ammo mechanic
* Tomes and storytelling features
* Gating of weapon types.

**UI/HUD/Front End**

* More action indicators
* More clear
* More animated
* Main menu art
* Controller/Keyboard map on pause screen
* Comparison tooltips between equipped + ground
* Tooltips toggle for items on ground
* More colour on background to emphasize qualities
* Boss healthbar
* Emphasize weapon DPS
* May want to slow a few frames on enemy kill to emphasize it.
* May want to show up/down arrows on tooltips like Diablo.
* Mouse wheel swaps weapons
* May want to add a timer to tooltip mouseover.
* Inventory size reduced to 2
* Add vsync and AA options

**Action Indicators**

* Item pickup
* Lootbeams
* Muzzle Flashes
* Shield Damage (make UI healthbar flash)
* Health Damage (make UI healthbar flash)
* Shield Broken
* Low HP (healthbar flashing)
* Health restored (health pickup)

**Enemies**

* All monsters and bosses implemented
* All art and animations in
* Animations sync to gameplay
* Enemy tells in as best we can.

**Hub**

* Add library
* Add teleporter room
* Add setpieces like the door
* [Stretch] Add a firing range to test weapons

**Player**

* Death animation (Art)
* Walk animation (Art)
* Animations sync to gameplay

**Progression**

* Gate the weapon subtypes and modifiers, either by floor or “schematics” you find on the ground.

**Drops and Items**

* Explosive bullets
* Recoil stat implemented

**Balancing**

* *Game follows semiotic, pacing, interface, and genre design concerns as outlined in class.*
* *Game is balanced both in terms of intransitive relationships and game economies but also in terms of deterministic and probabilistic engagement where applicable.*
* Healthpacks are now an uncommon drop. They restore 10% HP instead of 100%.
* Add a junk tier, rolling 5-40 percentile
* Add a relic tier
* Restore HP when returning to hub
* Make certain player bullets move a bit slower or faster, depending on weapon modifier (gives diversity between regular + plasma, for example)

**Story**

* See Story+Lore docs
* Finish these and implement, making sure we follow in media res standards.
* Game intro/ending (not just harsh cut to credits).
* Lore books in and working.
* Interactions with end boss during the game.
* Story bits between bosses.
* *Narrative, fantasy, character development and other story hooks are clearly presented.*
* *Story starts well, escalates and concludes using mono-myth elements, in-medias-rez or other basic techniques from class*
* More story at start.

**Audio**

* Guns
* Shield break
* Shield recharge starting
* Enemies
* Anything else that moves

**Dungeon**

* Stats: Enemy killed, rooms traversed, time
* Tilesets finalized and implemented.
* Add the ability to leave dungeons from the start of a floor.
* More stubs
* Add diversity to tileset: dying vegetation/grass, rivers, polluted water, rocks, ruined walls
* Scaling difficulty curve
* [Stretch: destructible rocks]