Fire Squad

# Post 4.0.0

This document is for me to plan future updates and plan how to complete them.

# Code reformatting

I want to reformate the code to be easier on the eyes and to make it more mutable. I also want to mix some issues with projectile movement.

1. Projectile movement
   1. Bullets and missiles don’t move correctly. They are too fast when they are shot.
      1. I need a way to use the hypotenuse of an angle to find the speed modifier
      2. https://stackoverflow.com/questions/5228383/how-do-i-find-the-distance-between-two-points

# Upgrades

This update will add upgrades that change attributes of the ship.

* Current upgrades
  + Damage
    - Adds +1 to damage
  + Health
    - Adds +1 to health
  + Fire rate
    - IDK
* Planned upgrades
  + Trinkets
    - Adds trinkets to the ship
      * Mother model
      * Destroyer model
      * Seer model
      * Guardian Obituary
    - Ship shield – appears after 3 bosses
      * +1 to ship charge
      * Unlocks ship shield upgrades
        + Ship Shield charge

Adds +1 to Ship charge

These will be drastically more expensive than health.

* + - * + Ship Shield Recharge

Decreases the time the ship recharges

IDK

* + Multi-bullets
    - +1 to bullets when shot
      * Up to 4

# Boss update

This update will add bosses to the game.

* Bosses
  + Mother
    - Gimmick
      * Horde spawner – This boss will summon hordes of enemies to fight the player.
        + This boss will use the standard enemy list
  + Destroyer
    - Gimmick
      * Fighter – This boss will attack the player with their own attacks
        + Shoots a barrage of missiles
        + Shoots bullets constantly.
  + Seer
    - Gimmick
      * Horde Spawner
        + Uses the Orb enemy list

Rusher

Gunner

Launcher

Aimer

Only appears in Dead man

Shoots a laser

* + - * Fighter
        + Shoots a Gould Beam doing 3 damage