**Elusio TTD**

*Add sound effects as you go (use fugue)*

Add button click sound to menu

Numsetting +popup = increase in pitch as progress occurs

Add bag open sound to inventory button

Ship has tiles drawn over it, but tiles flash/increase in transparency, to reveal the ship

The player walks out of the ship (Via timer!)

Nagual: Try to use these to move around: (GET KEY LIST)

Check if last dir changed + time is up = progress to next

*Item Tutorial*

* See that materialisation of \_ (use existing tilesets) over there? See if you can grab it with: KEYLIST
* Now walk over to that
* <When done> Great. You’re getting the hang of this. I have equipped you a magic haven bag with an analysing module. Open it with (KEYLIST) and click on the item you just found to use it
* Nagual: Wonderful! Your training is complete. The masters have advised that a quest for gold to stimulate beneficial growth
* Nagual: Come back to me when you have completed this objective.
* Nagual: I will only be able to help you sparingly on your journey now. Make wise decisions

OBJECTIVE LIST = If you walk over obstacle zone (with lightbulb), your objective list is added to. E.g. for trees and limestone: “Get past trees/limestone”  
ACHEIVEMENTS = ‘Seek and ye shall find’ collect all items, Get highscore, Defeat enemies without losing health, Use consumables, REWARDS FOR COMPLETION?

**Map**

* Perfect collision system by adding code that checks whether player has somehow gotten inside blocked tile, and moving them out if so
* Draw layer by layer, and use Profiler to find issue (profile method?)
* **Special Ice Area**
  + **Movement slides like Pokémon gym**
  + When you destroy dead trees, and you go on big ice square, you get cold
  + There is a cold meter that rises
  + If it reaches maximum, you become an somewhat transparent icetile with an alien underneath
  + You move very slowly
  + Only way
  + You can only verse dragon as a ice cube

Attach Particle Source to Usable items

* Usable item showing/drawing is where particle is rendered
* Smoke near dragon
* Magic gate etherealizer pulse!
* Power up particles for instant items
* Green particles for gastric gun
* Blue particles for cryocapactiros
* At end of game, make ship exhaust have particles coming out

**See if Java timer can be used in ItemProcessor**

**More items**

* Spellbook required for magic gate = Culminates crystal energy
* Second cryocapactiro
* Can use on trevil or dragon?
* Needs “gyrofocuser” to keep around body and help against Viridash?
* Tradeoff for stimulant = damages health and you have to go back to healing pool
* Wilted big flower =Poisonous
* GasMask
* Helps you fight mushroom
* Armor, Helps you fight all
* Big Flower, Increases health for minigames, Infused with vitality-increasing molecules

**Challenges**

Hit method =

* Reduce health by incoming
* Draw as flicking silhoute (/black or white)

Lives = show on HUD again, decrease when protector failed, start with 6, make hard

Trevil

* Health bar for trevil but not his minions
* Trevil draws health from healthy trees (beside him)
* Miniosn come in rows
* Player has health
* Special push back for Trevil = tiles change, when all different, no more left

Player has internal health, when drops to zero , becomes injured .. must heal itself before doing a challenge = slower movement speed , crawls on ground

Minion class?

Every minigame

Minigames have max 3 tries

* Start = popup = Xaidu preps you
  + We’ve got a live one on our hands! Get ready!
  + Reading his/her mind, his/her name is \_
  + Beware of <special attack> (eg. Mycovolence spores spray, Viridash heat, Tree root)
  + Enough of your contestant, lets analyse you!
    - From the <itemlist> , your health is increased by X% of original (100)
    - Due to that slick weapon you’ve got, your damage is X% of original (bare hands)
    - What great luck! That <special item> will enable you to resist <something something>
  + Your chance of winning is at X% (random 10%)
  + Now go get him/her tiger!
* Gameplay
  + Boss
    - Has health too
  + Trevil
    - top 2 thirds of the screen are covered in small versions of the evil tree (leftover resources)
    - They slowly advance. You have to bash your way through them to get to the main tree.
    - Just keep coming, speed up over time
    - Make them 48x48
    - Model columns of them as stacks?
    - Special = Root can push you back (represtned as dirt tiles pushing you)
  + Mycovolence
    - Gross bugs and worms comes from top center (leftover resources) (particle emitter??)
    - Touching them makes you lose health
    - They can be killed
    - Special = You lose health over time due to mushroom spores. Gas mask makes you immune
  + Viridash
    - Stays in top right
    - Sprays fireballs over map
    - Special Attack = heat very close to it makes you loose health
  + Ship
    - Actual cannons surround you (leftover sprites)
    - Constantly shooting randomly
    - Gunpowder barrels in croner
    - You have to hit them and explode them to make nearby cannons disappear
    - You win when you destroy them all
* End =
  + “Xaidu: Well done! You’ve defeated \_. We’re getting closer to home!, just keep pressing on”

Prevent ship from disappearing!, only items should go

**Save Game**

* Save inventory to file every time an item is found (Append)
* Just name converted to ( ascii + 3) \* 6 + 9
* First save occurs on first pickup
* MainMenu play button should be Continue if items picked up in previous game
* Will say cheater If item is not found (means numbers were edited)

Put two more items in magic area for minigame battles

AFTER GETTING GOLD = SPACE BATTLE (SIMILAR TO RIFT STATE) , Background is stars moving backward, The difficult process of death, Dodging symbols like knives, guns, big bullets, angry tiger faces, glutton, sins,

TOP RIGHT = DECREASING SCORE, HEALTH, ITEMS COLLECTED

**Score**

* GLoblas score timer A “timer” goes during PLAY state and minigames
* USE LWGJL TIMER! = Globa, update in play state + minigames only
* Score = time used

Make all the improvements you can possibly make = final version

Remove message from how toplay on wiki

Deploy

Do promotional video and upload to channel