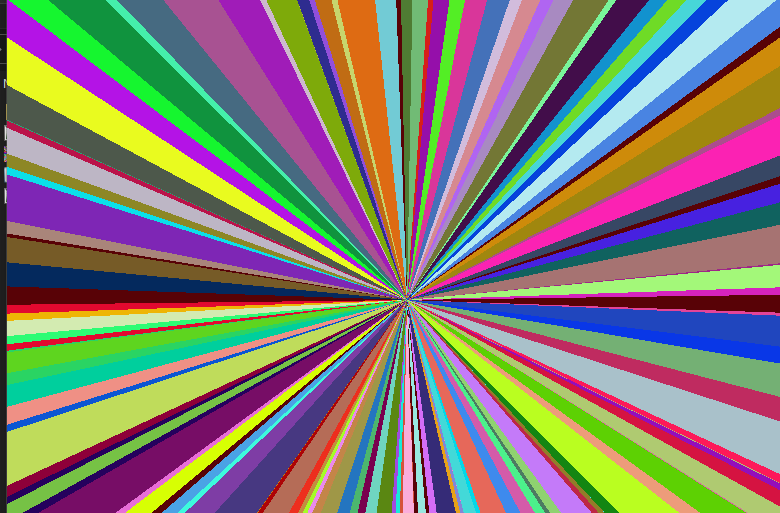
**Elusio TTD**

**Improve timing**

**Intro and tutorial**

* Story is about the journey of souls
* Game:
* fade in
* ship going into lines going past (star wars)
* (ray imag eiwht different filters) = <http://slick.ninjacave.com/forum/viewtopic.php?f=2&t=5501>
* 
* left box on popup with image of ship and shipsname = We've just entered the nonspatial rift. What is our next objective?
* (ship + player = tonal/nagual, ship is non physical, palyer is physical)
* Popup has 'person speaking info' again , but aliename and anlien face:
* I'm looking to resotre my performance back its optimum
* Ship: I know just what you need. I will phase shift there now. Get ready!
* fadeout.fade/in (to map)
* Alien: What unique vibrations this place has. Where are we?
* Ship: A dimension with a vast array of manifestations for you to experience
* Alien: My form feels .. differnet. I need some guidance
* Ship: .. tutorial starts...
* Start black
* A big crashing sound is heard.
* The screen slowly fades from black into a scene.
* Do things piece by pieice
* Add more items
* Give info piece by piece, Discovers
* Nagual turns to Ehecatl
* Ship explains how inventory etc. work , Save game state
* Caught between dimensions .. many items from many diverse dimensions have materialized here
* Magic haven bag from medieval = inventory, I added an analysing module for you
* Ship diagnosis quest
* item tutorial, ehecatl help,
* Ehecatl generates item analysis = Rewrite item desc and names, rewrite popups

**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

**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?

Minigame items

* Second cryocapactiro
* Can use on trevil or very?
* Needs “gyrofocuser” to keep around body and help against Viridash?

Tradeoff for stimulant = damages health and you have to go back to healing pool, says “U druggo. Your skitz now m8!

Wilted big flower

* Poisonous

J

* GasMask
* Helps you fight mushroom
* Armor
* Helps you fight all
* Big Flower
* Increases health for minigames
* Infused with vitality-increasing molecules

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)

ParticleServer

* 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

Put two more items in magic area for minigame battles

**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

**Add more audio**

* Use fugue to search for sounds for items + Add the name to the item
  + POWER UP sound for general positive instant
  + POWER DOWN sound for negative instant
  + SUCCESS noise for key items
  + Back in time sound for teleport
  + Magistructor orb use = stretching sound
* Write audioserver
  + Write sound methods
  + Powerup? = get sounds that contain powerup, choose random
  + Add music handling = multiple tracks going, next track is always different to previous
* Add music and sound volume setting= click to inc by 10, max 100, wraps back to 0 (actually 0f to 1f)
* Grab Item + Open inventory = random inventory open sound
* Add button select sound (add component listener)
* Add sound effects for challenges
* Finale music
* Challenge music:
* Add sound/music to all
* Test music + sound

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