**Elusio TTD**

**Items**

* Obstacle Zones should cover both sides = trees and rocks = used tiledmap
* Add number next to inventory items which shows “ammo”
* Do test run + Bugfix

**Add more audio**

* Add music handling
  + Music that starts in menu, different starts in play, goes back when in menu + inventory (relaxing)
* Use fugue to search for sounds
* ‘Add sound’ method = Adds to hashmap <name, Global.soundloc + name>s
* // Add sound field to UsableItem,
* // POWER UP sound for general positive instant
* // POWER DOWN sound for negative instant
* // SPECIAL Sound for teleport
* // SUCCESS noise for key items
* // Try to emit success particles for all success
* Add sound for grabbing items
* Add sounds to usable items (get from audio server in itemstore)
  + Cryocapacitor use = icy sound
  + Magistructor orb use = stretching sound
* Modify itemStore = item creation = Add sound names
* Test aduio

Add particle effects to item use = ParticleServer?

**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?)
* check AREA FOR LIMESTONE OBSTACLE
* **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

**Intro and tutorial**

* Start black
* A big crashing sound is heard.
* The screen slowly fades from black into a scene.
* Give info piece by piece, Discovers
* Nagual turns to Ehecatl
* Caught between dimensions .. many items from many diverse dimensions have materialized here
* Ship diagnosis
* item tutorial, ehecatl help,
* Ehecatl generates item analysis = Rewrite item desc and names, rewrite popups

At certain checkpoints, save game state into file

Prevent ship from disappearing!, only items should go

At end of game, make ship exhaust have particles coming out

Put two more items in magic area for minigame battles

//

// In update = Increase time using "timeElapsed += delta;"

//

// For timing events:

// private boolean atTime(int time)

// {

// boolean before = (time - 40) < timeElapsed;

// boolean after = (time + 40) > timeElapsed;

//

// return (before && after);

// }

**Challenges**

Hit method =

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

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”

**Score**

A “timer” goes during PLAY state and minigames

Score is calculated at end

Starts with large number

Time used = deductions

Lives used = deductions

Make all the improvements you can possibly make = final version

Deploy

Remove message from how toplay