**Elusio TTD**

*Switch to Mini2Dx,*

***Resoulve***

* In spaceship, Same shape as image, Looks small but large inside, just like bag,
* Currently between space and time, colloquially, ‘hyphenspace’ . Background is sacred geometry particle
* Both are nameless
* Female Partner is damaged (PINK), you are BLUE, you are soul-like creatures
* When you go outside, it is painful and you becomes blue solid alien
* Female ( needs repair = Need frequency of ? (find out) – Those notorious midgardians call it gold
* Need to go to alternate dimensional reality, Use special in back on ship to go to alternative reality
* Add essences to change RNG, RNG displays special number . Push to go
* Normal quest starts
* More complicated, ship has portal door that can be entered
* Cannot go back after because of pain of transition

***Menu Title = Elegant font***

*Ideas:*

* Ask player for name, Allow to type in
* Remake story to be more understandable = Moral/purpose becomes ‘through hardship, we grow’, Think deeply about story
* Add centre crystal , 5th crystal = comes from new challenge/puzzle area in lower half of map
* You require special item to get into cave
* Need TileState (map + cam) store, as each boss battle and lower map temple/cave will be separate states
* Have lives and game over state
* Puzzle area = tile challenge (lava tiles appearing randomly + bubbling), have to avoid)
* Final challenge = flying through space, need collect cannons before
* Save progress at crucial parts (filename = player name and time)
* Load progress

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

Add sounds up to before tutorial (ship sounds)

Add white jet behind ship when moving, in play state it gradually stops

*Item Tutorial*

* See that materialisation of \_ (new item, use existing tilesets) over there? See if you can grab it with: KEYLIST
* Now walk over to that
* Fix item draw = use timers
* <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 (check 6x6 tile for empty spot and moves there)
* 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

Add tutorial skip option (only if played before)

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

*Contact Uni cs students = for testing*

Do full test via Exe

*Use free website/Github wiki in separate repo to make documentation for game*

Deploy

Remove message from how toplay on wiki

Do promotional video and upload to channel

Add to mini2dx showcase

Improve based off suggestions = mini updates