**Elusio TTD**

GITHUB WIKI = MAKE CUSTOM SIDEBAR = <https://github.com/adriantanasa/github-wiki-sidebar/wiki>

**MainMenu = More settings**

**Items**

* Redesign item grab
  + When over/close to item= bring up popup automatically : Ehecatl: <desc> Pickup = A for Accept, D for decline
* Inventory
* Refine item description mechanic
* Redesign item use to =
* When you click, ignore input, transition to actual game, draw item in front of alien (need to save last movement direction), keep item in front, play buzzer sound when fail, play itemspecific sound when success + emit particles, accept input again
  + When item has not been seen yet in inventory = Change inventory button to one with light bulb

**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 JProfiler to find issue
* INCREASE AREA FOR LIMESTONE OBSTACLE
* **Special Ice Area**
  + **Movement slides like poke 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
* Gun: as item tutorial, ehecatl help, new player sprite, darkens environs

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

**Audio**

Get

Use fugue

Menu music

Sound for collecting items

Cryocapacitor use = icy sound

Magistructor orb use = stretching sound

//

// 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