**Read each time:**

* Make “minimal demo” where map stays the same but boss battles are added.
* You are a star person helping realms and you have a guide/master
* Add particle and sound effects as you go!

*Recreate wiki in second GitHub and make actual repo private*

Mobius Clock needs to transport to location, not move

Crystals should be one use only; Crystal area needs to be extended outward by one square

Add VIBRATIONAL centre of realm inside magic gate area = WILL BE HEALED BY GOLD

Make it so you can walk behind palms etc.

* Once within 1 tile radius, draw top tile on top of player

Special Ice Area = Movement slides like Pokémon gym

* DO CHECK AFTER MOVEMENT
* DO ON FASTER TIMER

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 cryocapacitors

***BOSS BATTLES***

* Need TileState (map + cam) store, as each boss battle will be separate states
* 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
* 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
  + 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

**Score**

* Global score timer A “timer” goes during PLAY state and minigames
* USE LWGJL TIMER! = Global, update in play state + minigames only
* Score = time used
* TOP RIGHT = DECREASING SCORE, HEALTH, ITEMS COLLECTED

Do full test via Exe

Integrate Alex feedback

Deploy

Update screenshots

Remove message from how to play on wiki

Do promotional video = screenshot slideshow and upload to channel

Improve based off suggestions = mini updates

**Extra Ideas:**

* Add centre crystal, 5th crystal = comes from new challenge/puzzle area in lower half of map
  + You require special item to get into cave
  + Puzzle area = tile challenge (lava tiles appearing randomly + bubbling), have to avoid)
* After Getting Gold = Space Battle
* flying through space, need collect cannons before
* Separate to spirit realm but Ship can be the same object
* Background is stars moving backward
* 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”
* Achievements = ‘Seek and ye shall find’ collect all items, get high score, Defeat enemies without losing health, Use consumables, REWARDS FOR COMPLETION