## Polishing Rogue Like 2D Game

* Walking player animations in all directions
* Throwing knife animations
* Walking enemies animations
* Fade in/out animations
* Dying animation
* Damage animation enemy (blood)
* Damage animation
* Random emotions animations
* Showing food fall of the player animation when hit
* Picking up sound
* Get hit sound
* Knife hit sound
* Walking to exit sound
* Hitting sound
* Other font style
* Player facing the correct directions
* Enemies facing the correct directions
* Food bar instead of letters
* Sunny/dark scenes
* Incentive
* Smoothing in movement
* Menu’s 🡪 User Interface
* Starting screen
* Button sounds and effects
* Feedback
* Screen transitions
* Cut scene
* Pause screen
* Glow effects knife
* Lighting
* Impact effects
* Knife effect when you miss
* Destroying stone 🡪 Pile of stones effect