Development Process

Initial Development

Understand the Requirements:
- Player characters are able to move right, left, jump, and attack <mark>!!!! No forward or backwards movement</mark>
- Create obstacles and a good camera angle
- Add an enemy to attack player
- Add a win screen when enemy is defeated
- Keep documents/comments in the code

Ideas:
- Temple Run (i.e. has obstacles, left and right movement, a camera angle). Can add enemies and a boss in the way, create a way to attack, and add a goal to defeat the boss.
- Bullet Hell (i.e. enemy that will attack/move, player can only move left and right, player can attack, and win/loss screen). Can add obstacles to dodge, add enemies that can jump, allow players to jump.
- Castle Crashers. **Might not meet requirements fully, since the player needs a way to deal with depth (i.e. Move upwards)**.

Flesh-out Idea (Bullet Hell):
- Allow for jumping
- Have obstacles spawn and fly towards player
- Have enemy shoot at player and move
- Have player only be able to shoot forward
- Have Physical Bullet and not ray-tracing
- **Flesh out Setting**
    - Like a cowboy showdown
    - Set in a city on a big street
    - Have the obstacles be birds flying down the street

Mid Development
- Just creating a basic scene with no textures and the needed scripts. Can see code comments to see how I implemented the gameplay.
- Testing the scripts, so objects do what I want them to do.
    - Clean the code for more readability
- Play testing, so I have some confidence it will work as intended.

Late Development

- Add textures, models to fit my idea of the settings.
- Play test the gameplay loop.
- Do another round of code cleaning after fixing bugs