**WEAPONS AND WEAPON SWAPPING:***Thought, what if the player could gather all the weapons he finds and chose which weapons to use between levels.*

Thought, what if some attack chains gave a short duration buff, it could give value to switching back and forth during a combo. Ex: Second chain attack on SimpleSpear gives a short buff to debuff duration (stun, slow, root, etc.) Third chain attack on HeavyHammer smashes the ground and leaves a tremor, slowing enemies. Doing the second chain attack on a SimpleSpear before hitting the third chain attack tremor from the HeavyHammer could increase its duration, which leads to an easier time dealing with the enemies affected.

^Thought, what if the player can have three weapons. It could enable the use of 2 weapons for control and 1 for pure damage dealing. After the previous SimplerSpear/HeavyHammer combo example the player could switch it his third weapon and deal damage safely.

^Thought, instead of swapping weapon what if the player held a key to enable his secondary and thirciary weapons.

^Thought, what if the player can customize his chain attacks by chosing between the chain attacks of X different weapons.

^Thought, what if weapon right clicks were a different chain attacks (maybe jsut some weapons), maybe a heavier version, and a different key could be the weapons special. The player could left / right click to combo his chain attacks + swap weapon for further comboing essentialy giving them a choice between 4 attacks for each chain, letting more commited players establish their own combo by chosing which chain attacks work well together of what weapon, the weapons special abilities could also come into play.

This would give players a great level of customization on how they approach fights and how they theory craft weapon combos. the downside of this could be the complexity, it could appear too complicated leading players to just use one weapon.. A decent advantage should be given for swapping weapons during combos, damage boost? Should weapons have their own Swap Bonuses? Swapping to the heavy hammer during a combo makes its next attack a guaranteed stun for example.

**SYSTEMS:**

Frame delayed setup, in order to avoid losing frames during gameplay a queue system should be made allowing setups to be spread across several frames.

Reuse setup lists, a queue system would also allow the same lists to be reused for each room, enemy, etc, setups.

Monster spawn points, decide what monsters / combinations fits in the room.

Monster custom interactive behavior checks, ex: shield skeleton looking for ranged skeleton to defend.

Monster reference setup, ex: player reference to all the monsters.

Backstabbing could be done strictly using the enemy’s flip orientation (left / right), if the enemy is looking left and the player is standing on the right side of the enemy when he attacks the hit will count as a backstab. The backstab angle could be narrower than the full side of 180 degrees which would leave dead zones on the top and bottom of the enemy where the player could never score a backstabbing hit.

Enemy Dead Body Physics, every enemy would need a dead body or several body parts that would fly away when killed. The direction and strength would be stored in the player’s weapons or most probably each attack.