**Playtest Plan:**

1. ~~health display player/enemies,~~
2. ~~damage fx~~, ~~hit stop~~,
3. ~~basic death~~, ~~restart level,~~
4. ~~camera fixes~~/lerps/shake
5. Z & Sorting order of everything,
6. player dodge/dash/sprint/blink mechanic,
7. 1 hardcoded room (no system needed),
8. 2 to 3 different weapons, **(2 done)**
9. 2-3 enemy types, **(2 done)**
10. Finish creating and tuning up all visuals; animations, sprites, overall color tone, etc.

-Effect for three different weapons:

-ShortBroadSword: Short and thick Arc slash. **(done)**

-SimpleSpear: Powerful arrow tip Stab in a straight line. **(done)**

-HeavyHammer: From back to front with Circular Smash effect.

**In-Progress:**

-Fix player character run animation legs, darken back one, make look less wonky.  
  
-Spear comments; atkchain 1&2 projectiles too big and goes too far for regular attacks, make similar to swirl atkchain projectile size but less range.

- For aiming purposes, transforms should be set at similar points on the player and on enemies, ex: between the feet, or in the middle of its shadow.

- Attack collider (prefab) is matched with its attack effect (sprite). Some attacks with effects that change overtime will need multiple collider prefabs, list format just like the Sprites.

-Right click specials functionality.

- Plan making a new weapon and optimizing the process:  
   
  
**Ideas:**

**Collision Check pool;** pool objects for detection hits, storing hit colliders, executing custom functions based on tag hit. Could try to have the custom functions on the collision requester(ex: enemy attacking) and feed that into the collision check request; tag list, custom function list (for what to do on tag collision), etc.

Evil green orb floats and lands near or on a noble monster and corrupts it, makes it evil.

Blue Oyster Cult signs, cultists with the robes from the Fire of Unknow Origin album?

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

Thought, what if the player could gather all the weapons he finds and chose which 2 weapons to use between levels. (Press "e" to switch take floor weapon and put current weapon on floor, hold e to send weapon on floor to stash)

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 3 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.