NextGenHero

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Project capabilities

* Key-M toggles between mouse or keyboard control.
* Mouse mode follows the cursor, keyboard mode uses WASD
* Space Bar - spawns an egg
* Egg gets destroyed when:
  + reaches the bounds of the world
  + collides with an enemy
  + collides with a waypoint
* six waypoint objects in the system, names A to F
* waypoint object collides with an egg, it loses 25% of its opacity.
* fourth collision with an egg, a waypoint object will disappear
* It will re-position itself in a new point that is randomly located at + or - 15 units in both X and Y from the initial position of the waypoint.
* H-key hides and shows waypoints (done through disabling renderer so plane pathing still works)
* always 10 enemies in the world
  + destroyed when if it comes in contact with the Hero
  + destroyed when hit with an egg
  + enemy is destroyed, a new one spawns
  + sequences through the waypoints either sequentially (toggleable J)
  + sequences through the waypoints either randomly (toggleable J)
  + When a waypoint is moved, the enemy should move towards the new position
* display must include the game information
  + mouse/keyboard state
  + number of enemies touched
  + number of eggs in the world
  + number of enemies destroyed
  + cooldown for the egg