Games Features

# Gameplay

* Long bread
* Consistent pixel art style for immersion
* Gameplay considers difficulty with certain enemies, allowing for certain interactions such as stretching the camera further.
* All damaging attacks are highly contrasting with the background to allow the player to identify attacks.
* Enemy AI
* Weapons that can be thrown and picked up to recharge their cool down
* Randomized colours, size, damage and other stats for weapons
* Weapon economy system for weapon upgrading
* Different pickups for health and currency with different levels of reward
* Some pickups are randomized
* Particle based enemy attacks (2 types)
* Unique enemy attacks also have certain interactions such as being destroyed when in contact with a weapon but also hitting a dodging player.
* Dodging (the player is invincible when dodging)
* Invincibility after any enemy takes damage
* Saving of players weapon, currency, current level and colours
* Game getting progressively harder each time the player defeats a boss
* Rare and unique enemies that are specific to different maps
* Weapons flicker when the player can pick them up
* 3 Unique bosses
* Unique enemies with different attack patterns and interactions, requiring different approaches to combat.
* Weapon bounce

# Environment

* Map generation based on tile maps that fills in the walls based on surrounding tiles allowing easy randomisation of tiles and simplifies room creation
* Prop creation
* Props can be destroyed
* Props can have pickups on top of them
* Vending machines
* Boss rooms
* 4 different themed maps

# Effects

* Shadow casting
* Reflections
* Dissolve shader
* Randomized dissolve edge colour
* Colour Replacing shader
* Death screen effects
* Grease and blood statins with reflection
* Lights
* Fading animation when changing levels
* Post processing effects

# UI

* Controls menu
* Pause menu
* Minimap Menu
* Minimap hides all the non-discovered rooms covered by an animated fog
* Stylized Minimap