**Player Experience, Progression and Upgrades**

**TUTORIAL Area**. When that completes:

PHASE 1 AREA 1 (House). Spawns 2 waves. 1 enemy type.

PHASE 1 AREA 2 (Courtyard). Spawns 3 waves. 1 enemy type.

PHASE 1 AREA 3 (Street). Spawns 4 waves. 2 enemy types.

PHASE 2 AREA 4 (Church). Spawns 5 waves. 2 enemy types.

PHASE 2 AREA 5 (???) Spawns 6 waves. 2 enemy types.

PHASE 2 AREA 6 (???) Spawns 7 waves. 2 enemy types + 1 mini-boss.

Phases then repeat.

Phase 3 goes through Areas 1-3 again.

Phase 4 Area 4-6, and so on.

Each phase lasts 3 areas.

Player earns <1 x Phase> XP for each bullet hit.

Player earns <EnemyHealth x Phase> XP for each enemy killed.

Player earns <1000 x Phase> XP for each area completed.

Player earns <EnemyXP x 2> XP for enemy headshots.

Player earns <EnemyXPAmount + 100> XP for an explosion kill.

Player earns <EnemyXPAmount x Enemies> XP for multi-kills.

Player earns <EnemyXPAmount x Enemies + 2500> XP for UFO kills.

Player earns <10 x Phase> XP for enemy bullets that hit other enemies.

**LEVEL UP**

A player can progress through ‘levels’, a number that represents how powerful and experienced the player is. Players gain levels by earning a predefined exponential sequence of increasing numbers of experience for each level.

Level 1 = Players starting level.

Level 2 = Requires 100 XP

Level 3 = Requires 250 XP

Level 4 = Requires 500 XP

For now, the amount of XP required to level can be increased by multiplying its current value by 1.5 when the player levels up.

And so on.

**UPGRADES**

On LevelUp(), bring the game’s time scale down to almost nothing, and allow the player to select an upgrade.

Player should be able to select ONE of THREE randomly selected upgrades.

* Player Health ++ 10
* Player Speed ++ 0.2
* Player Ability Duration++ 1 second.
* Weapon Clip Size ++ 2 more bullets in clip than normal.
* Weapon Damage Amount ++ 2 more damage than normal.

The time scale returns to normal and the player earns the upgrade.

**ABILITY PICKUPS**

* Shield Lasts 10 seconds
* Speed Boost Lasts 10 seconds
* No Reload Lasts 10 seconds
* Infinite Ammo Lasts 10 seconds
* Quad Damage Lasts 10 seconds

**FINAL SCORE and HOW ITS CALCULATED**

We need a game over player scoreboard.

We need a game over highscore board.

Scoreboard will look like this:

Total XP Earned 5000

Areas completed 1000 per completed area

Phases completed 5000 per completed phase

Enemies Killed 200

Enemies Headshotted 10

EnemiesExploded 5

EnemiesIdiotSuicides 10

EnemiesKilledByOtherEnemies 20

TOTAL TIME SURVIVED: 10:30 \* 10

TOTAL 15,545