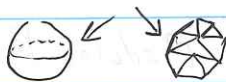


~~Eucled's Nonreading Diagram of Geometry and Death~~

INVADER FROM ANOTHER <sup>(spacial)</sup> DIMENSION<sub>ns</sub>

other sups?

move speed = less health?



Random special textures?



← Baddies

0-17 health

higher health → more red

0-255 red (health \* 15)

△ ← "Death"

Can't be killed

Faster than player walking, slower than sprint

Instantly kills player

Spawns ~~after~~ ~~score~~ if player is in same room  
for too long

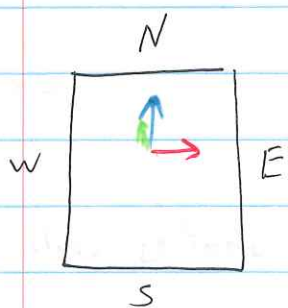
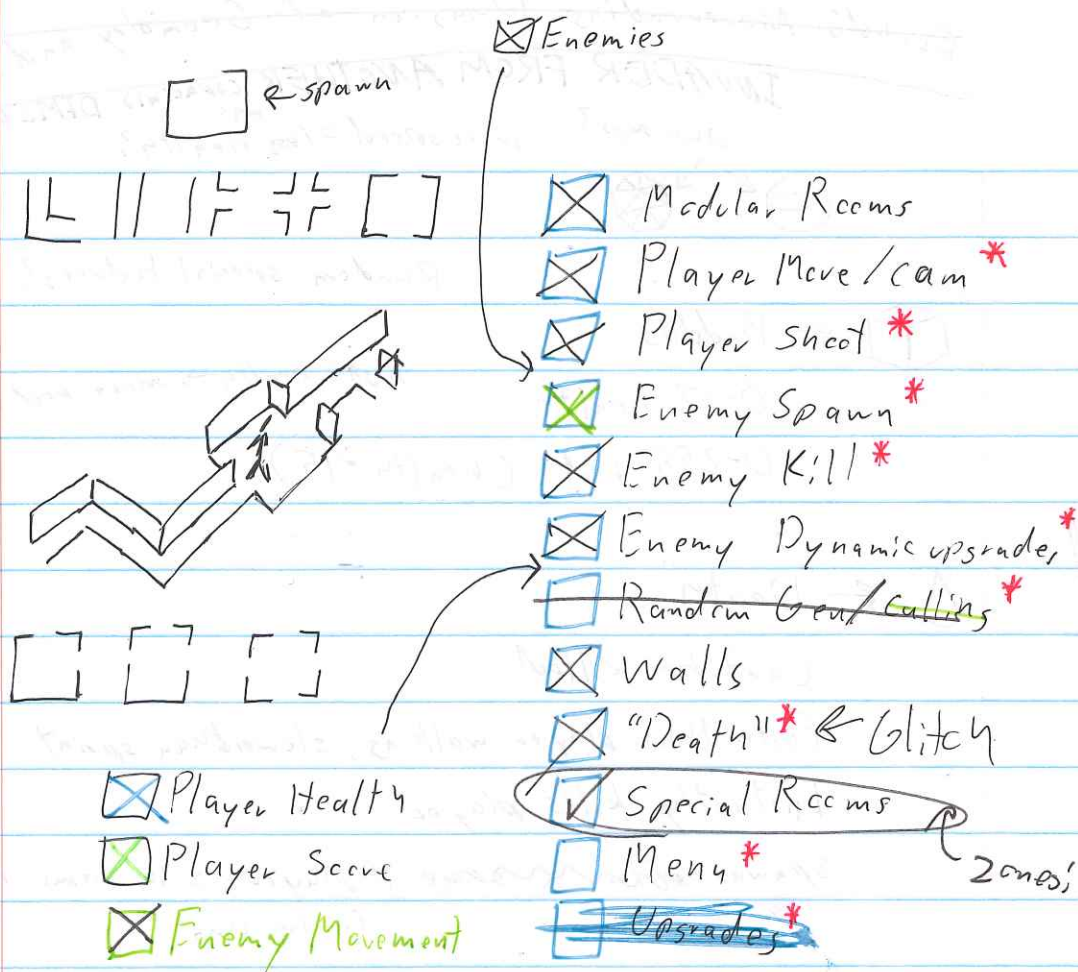
□ ← Player

walk/sprints

3 health

Camera fixed, but mouse rotates shooting axis

Score = seconds + (kills \* 10) ?



[N, E, S, W]

0 = wall

1 = exit

UI Asset

UI Asset

Game Over

Health Pickup

Upgrade 1

Upgrade 2

SPrinters

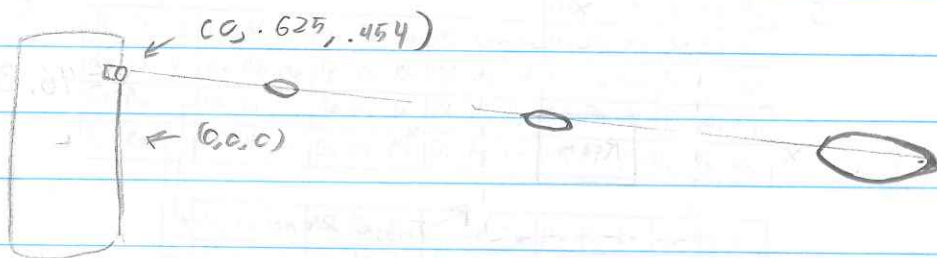
Shadows

Particle Effect on Kill

{Tyne

{connections = 00 10  
NE SW }

Week 4 + Final Ideas  
~~clean code~~  
~~CCP if possible~~  
~~Screen effects~~  
~~Main Menu~~  
~~Final Enemy~~  
~~Special Rooms / Zones~~



~ Possible Polish ~

- Refactor code to use CCP
- PSX Screen Effect

### Milestone 2

✓ particles on Death  
 ✓ Game Over Screen

show in symo

+ Sound effects

+ Glitch

+ Health Up

+ Damage Up

show last in game

show in test env

### Milestone 3

Proc-Gen

### Week 4 Finished Change!

- Almost fixed Proc-gen
- ~~Baked Lights~~
- ~~Fixed enemy float~~
- Cutted Proc-gen
- Added "Pit" zone  
 ↳ Gravity wells, Void Bores
- Fixed
- VITS prog
- Biss er map



var roomType = { [name, exits]}

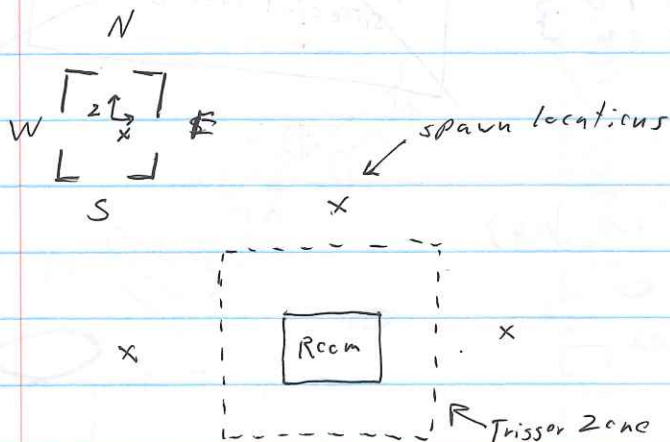
2+ x+ 2- x-  
exits = {N, E, S, W} 1=exit  
0=none

0=N

1=WE

2=S

3=EW



-45.14515

$\Delta = -91.5$

x = 46.35485

if !(room on spawn location) spawn room w/ rotation.

if (player distance > x) destroy room

rotate 90 moves this way

spawn [1000]  
LinearHall [1010]  
LinearRoom [1010]  
QuadHall [1111]  
QuadRoom [1111]  
THall [1101]  
TRoom [1101]  
TurnHall ~~[1010]~~ [1100]  
TurnRoom [1100]

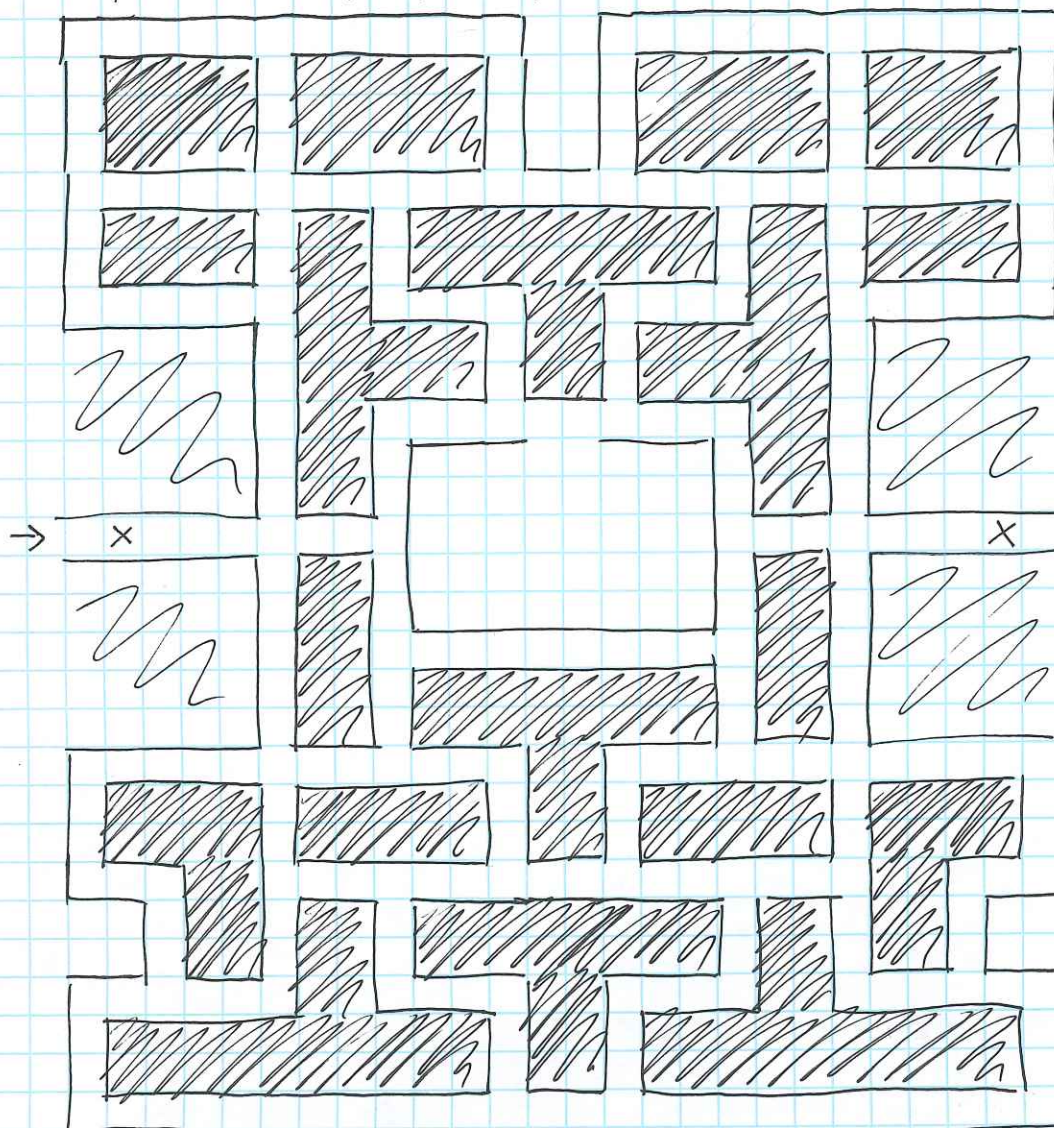
On Player enter  
Get nodes  
for node in nodes  
if N  
spawnN  
if E  
spawnE  
if S  
spawnS  
if W  
spawnW

Trisser  
↓

Player enters  
↓

Player enters trisser → spawn rooms

$$26 \cdot 0.5 = 13$$



$$29 \cdot 0.5 = 14.5$$