**Version InfDev 0.25 (Updating the existing):**

* Player can shoot in multiple directions depending on where the mouses position is at. Shooting and melee attacks will be activated by pressing the mouse instead of the v key (though the v key can be used for people who just want to use the keyboard)
* W,A,S,D will also be used for moving depending on what the player wants to use.
* Will fix entity jumping so the entity can track the player up the platforms and not bug the hell out like currently.
* When restarting the level, the level will change every time. There will be 4 platforms and one entity on every map. They will spawn in random locations, and have random values to test all possible scenarios at the moment. Bugs will be fixed based on what things happen when these scenarios take place.

**Version InfDev 0.3 (Optimize and Conquer):**

* A simple launcher will be added for game launching as well as maybe a simple options menu.
* A certain amount of ammo for the player (Press r to reload the ammo until an ammo item is added, restarting the level will be switched to q)
* Death screen will be added for the player, as well as the ability to restart or quit from there.
* A spawn enemy at a random position button for testing for now.
* Armor is also now shown on upper left hand corner along with it having an effect on the damage you receive. Armor can only be regenerated by restarting for now.

**Version InfDev 0.4 (The Pertty update):**

* Textures will be added for the player, enemies, platforms, background, and these will be added to the game by a file loading system. As well as maybe a GUI for health, armor, and ammo amounts instead of just being there. Possibly will increase the screen size to full screen. We’ll decide at this time.

**Version InfDev 0.5 (Sound comes alive):**

* Using my sound controller from VILE, I will implement sounds for what we have so far in the game, and set up the system for adding more sounds and music in the future.

**Version InfDev 0.6 (Itemized item update):**

* Randomly generated (for now) health, armor, and ammo items that you can pick up and it will update your player values. R will no longer give you infinite ammo. Maybe an invincibility powerup item and speed item too.

**Version InfDev 0.7 (Smarter than an enemy update):**

* Updated enemy AI (some enemies will stay stupid and just guard the platforms they are on, but some will be smarter and actually jump from platform to platform tracking the player down until they are killed. Some will shoot through platforms, some will just shoot straight, some will be melee enemies, some “enemies” may just be traps. All will extend an Entity class)
* Number pad will spawn a certain type of enemy for each number (for now)

**Version InfDev 0.8 (Weaponized update):**

* More weapons and ammo will be added. No idea what this will entail yet though nor what different abilities the weapons will have yet.

**Version InfDev 0.9 (Final optimizations to basic mechanics):**

* Any last updates to the basic mechanics we want to add, as well as optimizing the code if possible, and fixing bugs that we may come across.

**Version ALPHA 0.1 (MAPPING out the future):**

* Series of starter maps, and the map creator for the game will be added allowing for actual levels pertaining to the story of the game, giving us more ideas of what to add in the future. A way to load these maps into the game.
* A way to switch levels (end teleporter or something)
* Either the screen will move with the player as the player makes his/her way through the level, or each frame will be a separate “room” that will load when the player moves into it. “Rooms” (depending on how the map was made) can be above the screen, or to the right and left of the screen.

**From here, we will have a better understanding of what will need to be added in the future of our game, and will update this file as needed at that point. Mainly just new platform, enemy, and player mechanics as well as new items, textures, sounds, and levels probably. No clue.**