Shit to do:

* Add obstacles – mainly just simple stuff like pillars, as well as boxes that could be destroyed after damaging them enough, and holes in the ground that can be shot over but you can’t walk over. At the start of each wave it picks from ~15 different possible layouts. These will have to be meticulously designed since anything that makes dodging certain enemies impossible is cringe. Could be fun to also have special level hazards like spikes that come out of the ground for 1 second every 3 seconds, segmentation plant-esque lazers, and so on. These level hazards should also hurt enemies, for fun AND 4 phones.
* Make it so, rather than being locked to a single screen, you can move further up, down, and all around. I don’t think it should be too big (maybe 3x the height and width of the current setup). Enemy spawning should be changed so they now spawn 2 or so metres from the bounds of the camera, and (obviously) they can only shoot when onscreen.
* Should make it so enemies start spawning anyway 3 seconds after the items appear, just to keep pressure up.
* Decrease range of default weapons x d

Passive items:

* Memory leek – on pickup, generates a random item – it chooses a trigger, effect and proc chance. Each aspect has a certain cost associated with it, and before generation, a max cost between 75 and 150 is chosen. Upon choosing a trigger, proc chance and an effect, the item then adds another effect within the budget (40% chance), increases proc chance up to budget, now 1% correlating to 1 credit (40% chance) or adds another trigger (20% chance). Triggers, proc chance and effect are shown below:
  + Triggers:
    - On hitting enemy – 50 cost
    - On taking damage – 10 cost
    - After dodging – 35 cost
    - During dodge – 35 cost
    - On firing bullet – 60 cost
  + Proc chance:
    - Any random integer between 0 and 100. Costs 50% of the integer.
  + Effect:
    - Heal (100 - proc chance)% of your health. – 30 cost
    - All enemies take (100 – proc chance)% of their health in damage. – 30 cost
    - Spawn an XP orb. – 10 cost
    - Take 1 damage. – negative 10 cost.
    - Increase a random stat by (100 – proc chance)%. – 35 cost
    - Slow all enemies for 1 second. – 20 cost
    - Spawn a creep circle. – 10 cost
    - Spawn a wapant circle. – 10 cost
    - Swap weapon. – 10 cost
* On hit, chance to bleed enemies. Bleed is defined as 10f HP lost per tick (2 tick per sec), per stack. Bleed lasts for two seconds and new stacks refill the timer. Stacks increase proc chance. TURNS BULLET MODEL INTO A KNIFE
* When an enemy dies, enemies within a certain radius burn. Burn is 15f HP lost per tick (2 tick per sec), per stack, but new stacks do not refill the timer. Stacks increase radius.
* Enemies that have previously taken damage (i.e. have been shot before but not again) take 20 damage upon another enemy taking damage. This could be done by creating a list, and every time a bullet with this item hits an enemy, it adds them to the list. Should make sure that if an enemy gets hit two times that the item doesn’t proc on them, so you should make it so the item heals 20 HP on the enemy you hit if they’re in the list. Stacks increase damage they take by 10 HP.
* 25% chance to freeze enemies on hit. Frozen enemies can’t move for 1.5 seconds and take 1.5x damage. Stacks increase duration and damage increase. GIVES BULLETS A BLUE, SHINY MATERIAL.
* Status effects (bleed, fire, freeze) are 33% weaker, but they have a 50% chance to spread to nearby enemies when effected enemies die. Stacks increase radius and chance to spread.
* Once per second, enemies in a certain radius around you experience your bullet effects (i.e. it rolls to proc bleed, fire, freeze and ATGs once per second, but does no damage.) Stacks increase radius and decrease cooldown timer.
* Shot speed, range, and movement speed up.
* Every healing source is double as effective. +1x multiplier per stack.
* Every 5 seconds, every enemy bullet in a certain radius gets turned into a friendly projectile that deals 30 damage and has homing. Stacks increase instances of homing the bullets have and their damage by 20.
* Hitting an enemy in close range gives you 0.5 seconds of invincibility. Range increases with stacks.
* Temporarily increase firerate upon critting. Bonus increases with stacks.
* Crits spawn an XP orb. More orbs spawn with stacks.
* Crits heal 5 HP. Heals more with stacks.
* Increase natural crit chance by 5%. Stacks as you’d expect.
* Every frame you're not firing, get a temporary damage and firerate up. Stacks increase duration of effect.
* Increase firerate and range by 50% below 50 HP. Stacks increase bonus.
* Pain probability - Taking damage permanently increases proc coefficient of all sources by 0.05x of the damage you took. Increase increases by 0.05x per stack.
* Upon being taken to below 50 HP, enter a 3-second phase where you take half damage, and hitting an enemy within a close enough range heals you for 15 HP. Stacks increase the length of the period and damage reduction.
* Increase the value of XP drops depending on your HP – from 1x up to 3x, depending on your health percentage (low HP = more XP). Stacks increase upper multiplier.
* Bigger bullets (also increases melee weapon size)
* Killing an enemy deals damage to all enemies in a radius. Radius increases with stacks.
* Chance upon killing an enemy to spawn an axe that flies around for a few seconds, homing in on and dealing damage to enemies. Stacks increase time it’s active.
* An extra life. Yay.
* Every lethal hit, don’t die, but reduce max HP by 30. After each trigger, halves the max length of iFrames. Stacks decrease the HP and iframe reduction debuff (each one makes the effect 1/3 as significant).
* After taking lethal damage, you don’t die, but enter a ghostly state where you have 1HP. Return to your normal state after picking up an item. Only works one time per stack.
* If you have under 100 max HP, each kill gives you +1 max HP.
* Items now have a health cost (should eventually depend on their quality) but get applied twice.
* After taking what would be a lethal hit, the next item you pick up gets applied 4 times.
* Double your health but remove the first item you picked up.
* Locks your max HP to what it currently is. Fire rate decreased by 3, shot speed increased by 3, and base damage increased by 10.
* Damage you take is divided by 4, but occurs 3 times over the course of the next few seconds.

RANGED ONLY:

* Every 5th shot leaves a trail of short-lasting wapant creep on the floor. Size of creep increases with stacks.
* 10% chance for bullets to leave a trail of bullets behind them. These bullets have high range, slow movespeed and random movement direction AND can collide with each other (but don’t die on hit). They deal 0.5x damage (+0.5x per stack) of your normal bullet damage and copy all bullet effects.
* Fire delay -2, bullets move in a zigzag pattern.
* Shoots an additional bullet behind you.
* Chance for bullets to deal heavy knockback to enemies. Enemies effected by this deal damage to enemies they hit based on how fast they’re moving. CHANGES BULLET TO A FIST
* Homing – GIVES BULLETS A PURPLE AURA
* Bouncy
* Piercing
* Split shot

MELEE ONLY

* Kills restore 2HP.
* After killing 5 enemies in a certain window of time, gain 1.5x movement speed and 2x damage for 5 seconds.
* After taking damage, deal damage to enemies to regain health (like Dead Cells rally). Speed at which rally decays decreases with stacks.
* Shoot a bullet that copies all effects every 3rd time you attack. Stacks increase damage multiplier by 1.5x.

Active items:

* Reroll pedestal items. Recharge time of 2 rounds.
* Tammy’s head ripoff, recharges every 10 seconds.
* Gain a random item for the rest of the wave. Recharge time 1 minute.
* Take 10 damage, but receive a +15% damage multiplier for the next 3 waves. Recharge time 1 minute.

We pons:

(Note you can’t normally move while attacking with melee. Also each item has a ‘special upgrade’ that can be found that is unique to it.)

* Revolver, as it is, with 6 shots (original). Double-click to do the funny revolver spin and shoot with higher shot speed to deal damage to enemies it hits with a damage multiplier equal to the number of rounds you had in the gun when you did the attack plus 0.5.
* Shotgun, as it is, with 2 shots. Double-click to shoot double the projectiles, but in random directions. Bullets crit if an enemy gets hit twice by different bullets from a single shot of the gun (shot gun).
* Grenade launcher, with one shot (high damage, low attack speed, good AOE, lowish range, can hurt player). Double click to leave a landmine that explodes for double your damage and double your explosion radius when an enemy gets near. Crits on enemies hit by the projectile itself.
* Whatever knife T. Judas has (low damage, high attack speed, low range, causes bleed on hit, can move normally while attacking). Double click to throw, dealing a high-damage piercing shot. You have to go pick the weapon back up. Crits on enemies with a status effect.
* Alexander Hammerton (huge fuck off hammer. High damage, fairly low range, great AOE, stuns enemies in AOE radius. Heal 25% of the damage you took during the swing animation per enemy you hit during the attack). Double-click to do a 720 spin that turns all projectiles hit into friendly projectiles (and obviously hits enemies). Crits on second hit of combo.
* McDonalds lance (medium range, pierces all enemies, narrow hitbox, fairly slow, but good damage). Double-click to do a running attack that follows the direction of your mouse and moves faster, longer, dealing more damage the more enemies you hit with it. Crits it you heat at least 5 enemies with a single attack. Unique upgrade attaches a lazer to the end of the lance that extends its hitbox infinitely.

Ideas that are longer-term:

I like the idea of enemies having a tiny chance to drop a card (tarot card, maybe?), and from then on every game you play it draws 3 of the cards you’ve collected and you can choose one that adds a little spice to the run. If a card drops during a run you can choose to activate it then and there as well. I think they should be net positive but give some interesting downside. Cards should also have a weight assigned to them so some are less likely to spawn than others, which could make for some fun when you’re offered a very rare card. A wild card that has a randomised effect would also be fun.

At the end of each run, the total xp you got can be spent in a little store to unlock permanent upgrades, like more HP drops and 20 minute till dawn-esque rune upgrades. Every 5 upgrades you unlock gets you a new weapon (should be in a set order, i.e. you start with the pistol, after 5 upgrades you get a shotgun, a further 5 gets you another thing, etc.). Having a little skill tree could also be fun and lead to some pog moments when you unlock the ‘omega upgrades’.

The structure of the game should be kinda RoR-esque, i.e. you start in one area, then go to another, then to another, with the last thing you do in each area be fighting a miniboss. Maybe 5-10 waves per area would be funny. Possibly a lil slay the spire-esque route progression could be fun. Areas don’t need to be unique, but could be kinda randomly generated, like it generates a list of 5 enemy types to use, a particular sprite sheet to use, a particular palette swap setting thing, and chooses between one of the maps.

I love that sense that I used to get from the old Star Wars DS games of there being secret doors and the like I could see were there but didn’t know how to access – this could be very fun to recreate, with very rare locked red doors in maps that can only be unlocked with a certain, very lategame key item meta unlock, that are, until that point, very mysterious. Obviously there would need to be something to go behind them in order for that to not be a scam – they could be stuff like unique cards, a new item added to the pool, etc.