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.
* 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.
* 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.
* Hitting an enemy has a 10% chance to heal you 2HP. HP healed increases with stacks.
* Killing 20 enemies when you have less than 50 HP heals 100 HP. Stacks decrease number of enemies that need to be killed.

All the current enemy/player scripts:

* NewPlayerMovement – governs default movement of player and enemies.
* HPDamageDie – should be attached to any entity that has HP. Governs taking damage and dying.
* DealDamage – should be attached to any entity that deals damage to others. Literally just used during collision as an easy reference for how much damage something should do and whether it should proc anything, 20x better than fucking around with making a billion tags.
* Attack – attached to any entity that can attack (i.e. any enemy that fires bullets or uses a sword – contact damage DOES NOT COUNT). Used for spawning bullets and the like, properly. Also attaches all of the player’s held item scripts to their bullets.
* ItemHolder – script that keeps track of what items the player has.
* GenerateItem – on master object, used to give enemies items.

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.
* 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.
* Should make it so enemies start spawning anyway 3 seconds after the items appear, just to keep pressure up.
* Add a couple more weapons, as well as at least 1 more melee one. Items should be given melee/non-melee tags so there are some items that only appear when doing melee, while others (like those that effect bullet movement) only appear when using ranged wea
* Obviously UI, and once the game gets more done, actual sprites and sound.

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.