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.
* Mesh suggestion – moles immediately resetting their targeting when one dies is something Mesh doesn’t like (said it’s impossible to calculate the exact angle they’re gonna start shooting at). I like it how it is, but maybe something can be done to keep it how it is but make it more clear/more lenient.
* Add a lil indicator as to when the dodge comes off cooldown.
* Enemies only shoot within a certain range.
* Decrease range of default weapons x d
* Occasionally (rarer than normal upgrades) you can be offered a replacement weapon or replacement RMB ability.

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
* Bleed. TURNS BULLET MODEL INTO A KNIFE
* Stat changes due to level ups are doubled. Adds extra +1x per stack.
* Reduces level XP threshold to be less exponential and slightly more linear. Stacks by dividing whatever number in the formula gives this effect by 1.5.
* The next item after a level up is applied +1 time per stack.
* Levelling up also increases your base damage, iframes after getting hit, and bullet size.
* On level up, enter a berserk phase for 5 seconds where you take half damage, heal 1 HP per hit, and your bullets are replaced by the Dark Arts weapon. Healing and time active scales with stacks. Dark Arts ALWAYS crits with a 2x crit multiplier.
* Levelling up heals 50 HP.
* Picking up XP damages every enemy for 5HP per stack.
* 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 10%. 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.
* After taking what would be a lethal hit, the next item you pick up gets applied 4 times per stack.
* 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.
* 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
* 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.

Alt RMBs:

* Dodge (what the player already has)
* Parry – spawns a hitbox directly in front of the player, and if any bullets or enemies are in the hitbox, deals 75 damage to nearby enemies and deletes all nearby enemy projectiles. Successful parries make you invincible and get guaranteed crits for 1 second.

We pons:

* Revolver, as it is, with 6 shots (original). Has a natural 10% chance to crit.
* Shotgun, as it is, with 2 shots. 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). Crits on enemies hit by the projectile itself.

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.