Attacks – Animations ?

Enemy Attack

Player Take Damages , Heart sprites?

Pick up Key and add it to top right of screen

And Health

Room Manager works

Need to fix room keys – 1each , 3 to end game and win

1 Each works , cant seem to make the final enemy drop it tho

Enemy Damage

Enemys spin out , also yeh they need to damage player

Means setting up player death and damage

Death = game over pannel and restart btn Kinda works need to replace sprite w heart

OK so they do kill player , all shoot right tho so wtf

WORKS BUT SEEMS TO BE SHOOTING IN ONE DIRECTION

Replace text w image ( keys done )

Kinda working (gotta test for sec 2,3 )

^^^^^^

3 Keys – Open Door – Game Over (works)

UI

Boundaries

Intro image like click to play and rules etc also ui like press E to pickuo

NEED 2 DO

1. Animation
2. UI that says what to do and controls
3. Audio
4. Maybe Try to fix the
5. Enemie shoot direction
6. 1st and second hits don’t count ?
7. Key Drop on 1st Kill
8. Lagginess when run I tink its cuz its checking the pos of player each update

USED SO FAR – Player and Main room <https://pixel-poem.itch.io/dungeon-assetpuck>

Groom - <https://cainos.itch.io/pixel-art-top-down-basic>