

Vars to change to balance game (part)

— enemy damage (timerMax¹)

— bullet amounts

— cross pickups

— amount increasing health, stamina, light, etc.

— constant damage

— health

— breath/stamina

— light

basically

— Damage (-)

— from enemies, movement, light, and the game loop

— Bullets (starting amount)

— Pickups (+)

— crosses

— health, stamina, light,

bullets,

etc

Notes

to ghosts.

it's a speed over

ADD random red glow - just one! (with hero, and bullets)

ADD red cross - just one!

ADD red collisions (with hero, ammo, flame, light)

DO state collisions for health, ammo, flame, light

ADD red to get inside

ADD red to get inside

ADD red to get inside

ADD red to get inside

Random
Item
Spawns

Some ammo
Some sanity
Some breath
Some light

Sound / music

→ bullet sound & spook

Sounds

bullets

normal gunshot + sound effect
strong → strong, loud gunshot effect
kill → kill sound effect
kill → vial sound (woosh) effect
ghost → vial sound effect
bounce → bounce sound effect
stilled → slime sound effect

bullet-wall collision

bullet-ghost / slime collision

hero-wall collision?

hero-slime collision

hero-ghost collision

Future Plans for game

- have different versions that display my coding progress
- ex: hero movement, assets, hero states, walls building, ghosts, slimes, etc.