

UI

- Hub Shop
 - Looks like:
 - Buys potions
 - Buys player equipment
 - Buys consumables
 - Grid Component
 - Possibly increases as player "unlocks" stuff to buy (only if an "unlock" system is how the progression system is going)
 - Talk to Bada, Brandon, and Matthias
- HUD
 - General
 - As clear and least intrusive
 - More screen
 - Game takes a lot of inspiration from Hades
 - Health Bar
 - (Almost definitely) have a health bar
 - One smooth bar instead of "chunks"
 - Room Objective
 - If you have one, have it on screen
 - Weapon Ammo
 - Ask Brandon
 - If has limited ammo:
 - Could do bar
 - Can have a counter (numbers)
 - Weapon Aimer
 - Challenge should come from enemies and level
 - NOT UI!
 - Dot inside a circle
 - Or inside a Greek wreath (add in the Greek wreath pic from Goldcast)
 - Turn red and change shape slightly
 - Gets smaller (not gradual, just gets smaller one time)
 - Weapon visuals and swapping
 - a

--

Player & Platforming Mechanics Notes: