# Main NPCs

Main Shopkeeper – The guy who says the theme thing. Also evil. Sells single target weapons

Left Shopkeeper – Sells upgrade modules

Right Shopkeeper – Sells AoE weapons

Tech Guy – The one who gives you missions

The Mayor – commander dude

# Enemies

* Basic – Shoots small shots
* Shield – Has a shield that can be blown off with the Breaker Cannon
* Lieutenant – Bigger enemy with more health
* Boss – Big guy who needs to be beaten to advance past PLOT 2.

# Plot Levels:

1. You haven’t done anything. Objective: talk to mayor.
2. You’ve talked to the mayor. Objective: talk to tech guy.
3. You’ve talked to the the tech guy: Objective: Find the first commander and bring back its core.
4. You’ve found the core. Objective: bring the core to the tech guy.
5. You’ve brought the core to the tech guy. Objective: Find the beacon.
6. You’ve found the beacon. Objective: Stop the attack on the town
7. You’ve talked to main shopkeeper. Objective: Defeat main shopkeeper.

# Items

* Shield Module: Gives you a second, regenerating health bar.
* Repair Cartridge: Heals you for 25%.
* Needle Gun: Shoots a single shot that flies through enemies, damaging them in a line.
* Spread Blaster: Fires an arc of shots out that do damage.
* Bolt Gun: Fires a bolt straight forwards.
* Breaker Cannon: Fires a blast in an arc that stuns enemies and may break their shields.
* Shockbomb Launcher: Fires a large bomb that explodes on contact, dealing damage.

# Bitmasks

1 – Walls

2 – Players/allies

3 – Enemies

4 – Items

5 – Shot

6 – Visual effects

7 - Missiles

Description

# TODO

* ~~Set up weapons for boss~~
* ~~Finish weapons for final boss~~
* ~~Add graphics to beacon~~
* ~~Add item drops~~
* ~~Graphical polish~~
* Testing, testing, etc
* ~~Add repair carts to help screen~~
* ~~Fix base rotation glitch~~
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