Theme: HORROR

2d, top-down

Horror?

* Darkness, very limited vision

Dungeon crawler?

* Melee combat

Graphics

* Low res
  + ~~32x32?~~ 16x16

Player

* Knight
* Trapped in this dungeon

Dungeon

* 5 floors?
* Wish list: Randomly generated floor
* At least 1 boss
  + Wish list: boss for every floor

Enemies

* Red Cultist
  + Shot pattern: ~~8~~ 4(Wasn’t possible to dodge through 8) projectiles in circle around cultist, shots have angle equal to the angle between cultist and player (calculated just before the shots begin to move)
    - Shots do 1 dmg (half heart?) and will collide with walls
    - ?Projectile circle rotates as it moves?
  + Movement: No direct movement, stand still ?(and teleport around the room randomly)?
* Ghost
  + Shot pattern: None, deals contact damage
  + Movement: Floats slowly towards player, ignoring walls. If it touches the player, deal contact damage and teleport away. If hit by the player, take damage and teleport away. Repeat.