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.
* Blue Cultist
  + Shot pattern: None, instead periodically opens two portals and reaches his two corrupted hands into them. One portal connects to directly below the player and the other somewhere nearby player. Hands deal contact damage if the player does not move. (I stole this attack from nightmare in OSRS)
  + Movement: See red cultist
* Green Cultist
  + Shot pattern: Draw a line between cultist and player, after a second or two spawn a fast moving projectile towards the player
  + Movement: See red cultist

Bosses

Boss 1: Big green ghost

* Movement: None
* Attacks:
  + If player walks under: Knocks player back and does damage
  + Spawn ghosts: Spawn 8 ghosts around himself. Each one has a ¼ chance to be a green ghost.
  + Bullethell: Continuously spawns many shots in a circle around him which radiate away from him
* Health: 100 (sword without any upgrades does 5 dmg – 20 hits)