Diorimo Project

Five Areas:

* Main Area
* Forest
* Volcanic / Lava Area
* Water Area

BGM:

All Areas – Volcanic, Water, Forest, Main Area

Main Menu

Models:

* Player (Regular)
* Arm Cannon
* Enemies for:
  + Forest
  + Lava
  + Water
* Every Upgrade Item
* Item to Regenerate Player Health (Different Color for each)
  + Small
  + Medium
  + Large
* Item to Regenerate Missile Ammo
* All Areas:
  + Main Area
  + Volcanic, Water, and Forest Area

Animations:

* Player (Walk, Extremely damaged, Jump)
* Enemies (Walk, Hurt)

Items Player can Collect:

* Upgrade Items
* Regenerate Health
* Regenerate Missile Ammo
* Energy Tanks
* Missile Expansion

Sound Effects:

* Arm Cannon Shoot
  + Normal
  + Water
  + Electric
  + Fire
* Jump
* Player Hit Ground
* Upgrade Pick Up (Make it sound special)
* Item Pickup
* Enemy: Death, Hurt, Attack
* Morph Ball

Enemy Types:

* Grass (Weakness: Fire)
* Fire (Weakness: Water)
* Water (Weakness: Electric)

Upgrades:

* Transform into small ball (Morph Ball)
* Ball Bomb
* 3 Gun types
  + Fire
  + Water
  + Electric
* Higher Jump
* Missile
* Suit that lets player walk around water freely (Gravity Suit)
* Suit to Resist Extreme Temperatures (Varia Suit)
* Energy Tank \* 6
* Missile Expansion \* 6

Upgrades Location:

* Area 1 (Forest)
  + Morph Ball – Upper Right
  + Fire Gun – Lower Right
  + Missile - Middle
  + Varia Suit – Big Building
  + 2 Energy Tank – One in Middle Left, One Requires Ball Form
  + 2 Missile Expansion - One in Middle, One Requires Shot Wall with Missile
* Area 2 (Volcanic)
  + Morph Ball Bomb
  + Water Gun
  + Double Jump
  + 2 Energy Tank
  + 2 Missile Expansion
* Area 3 (Water Area)
  + Gravity Suit – Mini Boss
  + Electric Gun
  + Spring Ball
  + 2 Energy Tanks
  + 2 Missile Expansions

UI:

* Health: Top Middle
* Missiles Left Next to Health Bar
* Switch Weapon Types

UI when in Morph Ball:

* Health
* Bombs Left (3 Max)