People

Nova: Timezone: AEST (GMT + 10), available 10am - 3am
Glacetomic: AEST (GMT +10), Available 10/11 am - 1/2 am
Narwhal: Timezone: PDT (GMT -7), available 11 am - 2 am
Ghoul: Timezone: EST (GMT -5), available 2pm ish - 2am ish

Game

Title go here

UI

2 sides
- Left
    - Display character's HP
    - Have space for character cutins on weapon pickup
- Right
    - Display current weapon
    - Display duration remaining of special weapon
    - Display remaining enemies in current wave (as bar or number idk yet)

### Main Character + Weapons

Main character
- A depiction of Connor riding his bicycle
- Movement: WASD / arrow keys
- At base, has 3 HP (can change this if its too tough)
- Every hit deals 1 HP

TO ADD : MOVEMENT SPEED

Weapons
- Each weapon will come with a popup from protag's friends.
- People to include (order of necessity):
    - Connor (Default)
        - Banana
            - Piercing, returns in a boomerang pattern
            - Slow fire rate (~45 rpm)
                - Needs to go out *and* come back between shots (keep that in mind)

- - I would argue that connor can have multiple bananas + a slow fire rate weapon feels kind of bad to play
          - No spread
          - 80 damage
    - Ironmouse
        - Cinnamoroll (fires strawberries)
            - Small, fast moving projectiles.
            - Rapid-fire(~540 rpm)
            - 10° spread (5° either side of normal)
            - 10 damage
    - Chris
        - Fried Chicken
            - AOE cluster bomb
                - Travels until impact, splits into 4 smaller projectiles
            - Medium fire rate (~70 rpm)
            - No spread
            - Main projectile - 40 damage, small projectile 10 damage
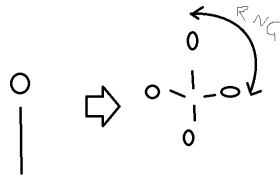
    - Pete
        - Megaphone
            - DOT laser
                - Persists in a straight line, damage every tick
            - Medium-high tick rate (160 rpm)
            - No spread
            - 35 dmg
    - formula for damage dealt = base damage - (base damage * enemy defense)

Extra ideas (shelved):
        - Van Gang
        - Various Guests (joey, garnet etc)
        - An IDF characterization?

Enemies + Attack Patterns + Obstacles

During the level, 3 enemy types:
   - Small
        - 100 HP

- Drone; shoots a small fire blast projectile.
- Medium
    - 200 HP
    - Scooter; ridden by bird. To do the laser, stalls in place like how birds kinda hover over prey
- Large
    - 300 HP
    - Convertible car; driven by wolf. To do the AOE projectile, wolf is carrying a bazooka

After, one boss
    - 1000 HP
    - 0.75 DEF
        - For extra depth, hitting the boss in a vital area has only 0.65 DEF. This should be difficult to hit alongside movement to avoid bullet patterns.

Except the boss, each enemy will have one attack pattern.
- Small
    - Fires 3 small projectiles in a fan pattern after 0.5s of telegraphy
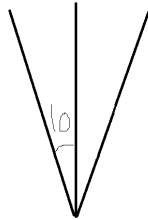
    - These enemies can get away with acting more randomly than others, they exist mostly to add to screen clutter. (clutter might not be right word but idk what is)
- Medium
    - Fires one long projectile after 1s of telegraphy, which lingers for 3s. (picture a big laser)
    - Should mostly chill around every ⅙ of the way along x axis, and act as a method of restricting movement.
- Big
    - Fires one small projectile after 0.8s of telegraphy. Projectile travels for a short time before detonating to an AOE.
    - Can be smarter than the small enemies since there's less of them, track the player a little more etc.
    TO ADD : TRAVEL SPEED, AOE SIZE

TO ADD : MOVEMENT LOGIC, MOVEMENT SPEEDS, GENERAL VIBE

Level (Vibes + Waves)

Waves
In the level before the boss is up, enemies should spawn in waves. Will workshop length later. By the end of the waves, enemies will spawn in a ratio of 1:2:3 big:medium:small.

Systems:

- For all UI: Make sure it's not based off deltaTime, cause I'm gonna be stopping time in order to pause
- BulletManager was made so that we don't have to attach bullet prefabs to everything, only attach the bullet manager and use the appropriate method to create a new bullet
- For cutscenes, Pause the game, then use realtime/unscaled time for timing
- Checkpoint before the boss? Or nah?
- Scenes:
    - Main Menu
        - Start
        - Settings (will open a settings panel)
            - SFX slider
            - Music slider
            - Back
            - Can also be closed just by clicking off it
        - Quit
    - Ingame
        - Before the game scene starts, should activate a cutscene
        - Pause (pulls up a panel like settings, esc will also work)
            - SFX slider
            - Music slider
            - Resume
            - Return to title
            - Can also be closed by clicking off it
        - Will we need more scenes for the cutscenes, or will they be overlays that pause time in the Ingame scene?
- Scripts
    - Player
        - Must store
            - Hp
            - Current Weapon
            - Speed
    - Bullets
        - Must store
            - Transform position
                - Spawn location (x/y)

- Direction
  - Speed
  - Pierce
  - Damage
  - Duration
  - Enemy/ally
    - Might have to be an int rather than boolean in case some bullets can hit both enemies and allies, or maybe even destroy other bullets
  - Type (can be a number or it can just be separated into a subclass)
    - For special behaviors, like turning, zig zagging, or boomeranging + spriting/animating
- Enemies
  - Must store
    - Speed
    - Internal cooldown for firing
    - HP
    - Defense
    - Identifier linking them to a wave