Current features:
- *Land Blocks:* //basic blocks used to build the map
    - Dirt
        - weak basic land block
    - Leaf
        - weak land block that falls very easily
    - Tree (wood)
        - sturdy land block that falls easily
    - Brick
        - sturdy land block
    - Bridge
        - very strudy land block that falls easily
    - Stone
        - sturdy basic land block
    - Crate
        - very sturdy land block
    - Gravel
        - similar to stone, acts like leaves!
- *Event Blocks:* //blocks that have various effects
    - Portal
        - teleports user into the next level/map
    - Platforms
        - blocks that move
        - come in a variety of 4 directions
    - Invisible Blocks
        - used for aligning platforms
    - Foreground blocks
        - blocks the player can go behind and can't damage/touch
    - TNT Blocks
        - blocks that break over time
            - 4 different fuses

- *Weapons:*
    - Fist
        - awful
        - should only be used to break blocks to get a weapon
        - looks like a private part at first... lol
    - Sword
        - close range melee
        - not effective in combat
    - Spear
        - longer range melee
        - still not effective in combat unless 1v1ing a sword holder

- ○ Shotgun
  - ■ short range firearm
    - ● effective against a few melee units
  - ○ fires pellet objects
  - ○ also ejects shells
- ○ Automatic Rifle (AK47)
  - ■ very effective at a range!
  - ■ ok at 1v1 up close but best at a distance
    - ○ fires bullet objects
    - ○ also ejects bullet shells
- *AI:*
  - ○ Humans
    - ■ AI identical to the user
    - ■ Behavior:
      - ● stay at a weapon specific range from the player
      - ● can jump over blocks (up to 3 high)
      - ● shoot/attack on fixed timers
    - ■ Types:
      - ● Sword holding
      - ● Spear holding
      - ● Shotgun holding
      - ● AK holding
- *User:*
  - ● Aim with mouse
  - ● Jump with space key
  - ● walk with left and right keys
- *Map Generator*
  - ○ create ingame maps from .txt files
    - ■ can place down AI, blocks, event blocks, weapons, etc.
  - ○ simple text file to map conversion
- *Menu*
  - ○ GUI for selecting the settings
  - ○ user can adjust volume, resolution, fullscreen/window mode, and custom or story maps
    - ■ custom maps are maps a user can make for themselves
    - ■ story maps are made by us
- *Respawning*
  - ○ the user cannot lose
  - ○ when killed, the user restarts the level
  - ○ tells the user to wait to respawn
- *Winning condition*
  - ○ when entering the portal on the last map in either set of maps (custom/story)
  - ○ screen freezes and it says you won!

- *Screenshots!*
  - this is not a new feature
    - it was always in the game since the prototype
    - I just forget to mention it every time :P
  - pressing the key pauses the screen and saves a picture of your screen
    - saves into the screenshots folder
    - named using the current time
- *SNOWMAN DLC!!!*
  - New snow and ice blocks!
    - ice is kind of like stone
    - snow is very durable and like stone
  - New winter level!
  - New skin to make sword AI look like snowman!
    - they actually melt!!!

About the group:
- *Strategy:*
  - The group is split into an Engine Programmer and a Design Team.
    - Engine Programmer (Alex)
      - Solely responsible for the code
      - Develops tools for the Design Team to use
      - Develops objects such as Event Blocks and AI
      - Works out bugs
    - Design Team
      - Members
        - Exavier
        - Ed
        - George
      - Responsible for about 95% of in-game content
      - Level designers
      - Artists
      - Responsible for balance
      - Tweak variables
      - Create Land Blocks
      - Produce concepts for new AI, Event Blocks, etc
      - Order levels
      - Make the game fun!
- *Tools used:*
  - Aseprite (art tool)
    - old school style pixel art editor
    - animations are separate files globbed together using Python's Glob module

- Map editor
  - Text to in-game map
  - Orders levels, places in-game objects
- Settings Tweaker
  - Adjusts most of the engine's variables
  - Used for balancing
- Tiled
  - 3rd party tile editor that we can convert into text files
  - Makes creating maps visual and easy!