Aaaa – Done/Finished

Aaaa – Incomplete/Partly done

Aaaa – Most likely won’t be doing this

***What do I want to be able to do in the game:***

* Jump
* Walk left and right
* Shoot
* Projectiles that the player shoots can blow stuff up (including enemies)
* Enemies try to catch the player
* Smoke weed everyday
* Pause the game and adjust settings in the pause menu
* Save at checkpoints
* Finish the game

***To-Do list:***

* Make the background music loop
* Make an ending
* Make the game progressively harder as you go
  + Add more obstacles, hazards, etc.
* Make the Secret Platform invisible at startup and bounce the player back HARD if they touch it. When the player touches it, it becomes visible for the rest of the game.
* Add enemies (add several different enemies, such as ones that give you speed if they touch you or touch other enemies (when they touch you, they say the Sanic “You’re too slow!” meme))
  + Give them a view distance and make it so they spawn at certain points in the game, instead of them spawning at the start of the game
* Make character go through several sprites, depending on what they are doing (when jumping, do sprite with wings up, etc.)
  + Jumping
  + Falling
  + Dying
  + Shooting (make character’s mouth open up when you shoot)
* Make the death sound less annoying (maybe… we’ll see about this one)
* Make a trail appear behind the character as it moves
* Add powerups (if you have time)
  + Ability to shoot anywhere you point your mouse for a short time (when powerup picked up, add a top hat to the character)
* Make a pause menu
  + Resume game
  + Settings
    - SFX volume
    - Music volume
    - Change background music (provide list of songs to play)
    - (if more settings needed add them here)
  + Restart level
  + Credits (sure why not)
  + (If more stuff needed add them here)
  + Exit game
* Add checkpoints
* Make it so the player can only jump once and can’t jump again unless the bottom of the character touches a platform
* Make it so the projectiles the player shoots can blow stuff up (including enemies)
* Add more sound effects
* Make camera shake when shooting (and the screen returns to normal when not shooting)
* Implement enemies
* Make enemies target player
* Give enemies pathfinding abilities (MAYBE)
* MAYBE allow enemies to shoot at player
* Add dank memes