# Game Idea

Simple 2D pixel art. Wave based game. More can be added in the future, but this is the simplest form of the idea that can hopefully be done in a couple of weeks.

## Characters:

1. Player
2. Enemy Characters:
   1. Flying Type (Eye + if any others are there but not necessary)
   2. Ground Type (Skeleton + if any others are there but not necessary)

Abilities will be based on what animations are available e.g. (Attack, walk/run, jump, block, fall etc.).

### AI Scripts:

1. AICharacter = Script that holds all the AIs variables (Health, Speed etc.)
2. State = Abstract base class for each state that will be derived.

## Game Loop:

Wave based, every wave more enemies spawn. If you die the game restarts, the highest wave is noted.

* Wave logic
* Enemy spawning logic around the player, outside of camera view.

## Items:

1. Chests that either spawn at the end of each wave and user can get health from them
2. Or chests that are in level and respawn on a timer throughout waves and give health.

## Level Design:

Simple level design, small platforms above ground for composing yourself, most fighting with ground type enemies will happen on the ground not on platforms. Limited camera movement.

## UI:

1. Main menu showing highest wave count (Need to externally save highest wave count), play button, quit button.
2. Pause menu when in-game, stops time so user can catch their breath, will have buttons to return, Quit to Menu or Quit game entirely.

## HUD:

1. Health Bar
2. Maybe pause button visual
3. Wave Count
4. Maybe enemies remaining but might not be necessary due to map size.

In terms of like VFX and SFX, search for these later doesn’t really matter.