Pathing towards player + around obstacles

enemies with projectiles (skeleton archer?)

enemies with shields (divine shield esq)

Paralax scrolling map

Boss fights - IronRevenant

better death

Castle level

loot tables

weapons

pause UI

* Stats on weapon dmg
* timer clearly in view
* player sprite with backpack
* stats
* inventory

Event system:

- Holds items picked up so far

- Holds xp bar progress

- On level up allow to upgrade a picked up item

- needs a menu

Mid level save system

Mobile port

Main menu

* stat tracker (high score and amount of deaths/kills etc.)

NPC events with Isaac esc devil deals that cost heart containers

Level up ideas:

When level up you can choose

- player stats

- DMG

- Speed

- Regen

- items

- Weapons to upgrade

- Combinations?

stat upgrades in the form of non-weapons like hats backpack boots etc.

Idea: Start with knife and upgrade with each pickup (per elements maybe?)

Idea2: Weapons bound to buttons on keyboard, using them shows sprite briefly

Zoom out over time to allow easier exploring and more play area.

**Weapons:**

* earthscythe rips open the ground unleasing earth (tremmors or boulders)
* water whip: water effect around the whip area, can be horizontal like vampiresurvivors
* broadsword: arcs close range
* War Hammer: big area smash
* Recurve Bow: arrow non piercing
* icesword: arcs of icicles from swings
* flameaxe: fireballs in all directions on swing (add fireballs loading in on swing anim)
* CrossBow: piercing arrow

**Implemented:**

refactor all sendMessage invocations

Weather effects like rain and lightning

Boss fight anouncer text

Bossfight HP bar + name

Circular spawning enemies

Field level bat

Slime swamp level

Pause button

Xpbar dynamic

Weather effects like rain and lightning

Inventory

Item pickups

Weapons

* icesword: arcs of icicles from swings
* flameaxe: fireballs in all directions on swing
* CrossBow: piercing arrow