Pathing towards player + around obstacles

enemies with projectiles (skeleton archer?)

enemies with shields (divine shield esq)

Paralax scrolling map

Distorted map elements that shimmer when you get close (use that one shader vid)

Boss fights – IronRevenant

Opening cutscene (black bars top bottom and a spawn animation)

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 like vamp survivors?

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

**Enemies**:

Divine shield skeleton helmets

Mortar artillery golem enemy

Golem straight line smash

Shooting Snake

Splitting slimes

**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