# UNITY STUFF

TO DO

HUD

Player

Trap Effects- Stun, damage

Trap progression – Add trap to array of unlocked traps- Q/E to cycle to traps

Other

Level Building

Rooms open on all enemy deaths

Camera scrolls into next room

Enemy

Bosses- tougher – Specific trap needed? – Special AI?

Maybe?

No Upgrade Mode

DONE

Player Movement – DONE

Enemy movement after finding player – DONE (Needs switch programming)

Enemy interacts with traps

Starting traps break before kill – first trap doesn’t 1 hit

Bullet Launch

Bullet Collisions – Damage to player- Destroy on world objects

Player health – Can take 3 shots then death

Game over- HP 0 – Temp: Stop time – Destroy Player- Debug end

Edit level for playtesting

Player place traps – spawn trap object – Arrow keys for direction – Cool down

FIXES- FIX SHOOTING

Change Movement

Menu

Timer

Enemy visual sight

Increase enemy chase speed

Game Over Screen- Appear on death- Fix layering