# UNITY STUFF

TO DO

Load next level

Guard Tower enemy

Trap progression:

* Trap inventory
* Trap numbers
* Trap cycling
* Controls on Pause menu
* Build more levels

Sounds

HUD

Trap particles/ animation

Animations

Score per level

Maybe?

No Upgrade Mode

Neat Camera slide?

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

Pause menu

Menu Text

More Traps

Main Menu Assets

Camera jumps into next room

Level 1 A\* Grid

Level 1 AI

Trap Pickups – Temp override

Camera Size

Rooms open on all enemy deaths

Trap Pickups