# UNITY STUFF

TO DO

Change Movement

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

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

Enemy

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

Traps

Trap progression – replace trap object upon improvement criteria – 2 pickups to unlock

Other

Camera scroll into next room- Also activate enemies

Level building

Menu

Stop Watch?

Maybe?

Character upgrades

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