Hero Power-ups

1. Spread-shot
2. Temporary Armor- based on time
3. Flashlight- for darker areas
4. Double tap (heavier damage, timed)
5. Bomb (only have one per level thing)
6. Instant kill (kills big multiplying enemies, inhibits multiplying)
7. Doppelgangers (you control two of you, shoot at same time)
8. Teleport (moves you to a different place for better vantage point, can only use twice a level)
9. Flamethrower (attacks more, but does a little less damage)
10. Elemental (differs between elements, attacks more, less damage, electricity- stun, water- heal, fire- lasting damage, earth- medium damage) (each element used once in a level)
11. Mines (time on how long they last, same damage as bomb)
12. Encompassing (laser goes 180 radios, only used once, can pick up two)

Enemy Ideas and Abilities

1. Ground-dweller (pops up from underneath ground, one big hit then dies)
2. Monster (smart: good aim, slow to shoot)
3. Human ( rapid fire shoot)
4. Ninja(Smart: teleport to your location and deal critical damage)
5. Heavy ( slow, dumb, poor aim , yet punching power deals ½ damage)
6. Snake like( poisons player, but dies soon after, lighting screen violet)
7. Kamikaze/ suicidal( explodes itself when near player)
8. Speed( Fast Spinning in one area)
9. Wipe( wipe out everything above curved path, cannot wipe out but can damage player if player is in region, appears once per 5 waves)
10. Archer( shoots from distance , doesn’t move)
11. Stabbing( runs up to player and slashes, , Minor Damage)
12. Throwing( throws pick up items, not power ups[doesn’t throw these])
13. Vehicle( speeds through field and rams into player)
14. Transparent( hide from player , yet attacks from distance)
15. Robot( slow moving, charge electricity and stun player)
16. Dark Mr. Vidal (Lights up screens)

http://trtaco.github.io/game/index.html