

- Alec (Black)
- Austin (Blue)
- Cameron (orange)

Alt shift 5 to cross out

Refined List:

- Volume starts at 0, even though its at full- sound manager needs to be one instance?
- Fix martial artist animations- his attack gets off beat due to buffer
- Change spawn boxes on caves room 2 (and dungeon) so that player isnt surrounded by enemy?
- Buff boss damage
- Player Melee attack nerf

Bugs to fix:

- After being enraged player becomes red, but once they hit the color goes away
- Choosing a card with 1hp and going to the next map doesn't update the health bar (it looks like half the health bar is gone if I took damage earlier)
 - Also decreasing max health %, it doesn't decrease current health
- Rolling into the wall sometimes lets me through

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- ~~Stunning enemies spell messes with their animation~~
 - ~~Killed a bat while it was stunned and he was moving in death animation + firing~~
- ~~Invincibility spell lets the play go through walls~~
 - ~~Possible fix for this would be to set the players health in a temp variable and restore it at the end, not the best solution though. The problem with turning the collider off is obviously the person can then go through walls. As a reminder for myself, it only toggles the box collider, not the new sphere I added. Or actually, just set a long lframetime~~
- Volume starts at 0, even though its at full
- ~~Enemy pushed player out of map~~
- ~~Poison and stun color effect appears to get overwritten~~
- ~~Card selection may only be grabbing from an initial pool created on generation~~
- I keep getting locked into a run, but it fixes on pause so it may be my keyboard, still unsure.
- Some card text goes out of boundaries of the cards
- One of the spells is not using the mana correctly or the mana bar is bugged (I believe it was the invincibility spell but I'm not sure)
- Diagonal move speed too fast
- HUD shows up on pause menu
- Sprite art for all spells

Balancing:

- :- Choose debuff to 1hp and spawned on top of an enemy. Tossed
- First card matching debuff + buff (not certain if we wanna keep that)



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- ~~Got triple bullet card twice (so the 2nd time I choose doesn't do anything) → also got double bullet after which downgraded~~
 - Fixed these issues
- ~~Movement speed debuff is way too much of a nerf (reduce parameters by a lot)~~
- Max Health buff/debuff has no effect late game, since you're usually low health anyway.
 - Possible fix by something like 20% max hp heal after each level?
- Melee attacks should be buffered longer probably (rn can put out 3 hitboxes at a time)
- ~~Bombs linger too long~~
- ~~Bat bullets should fly faster~~
 - Someone said they should shoot less often
- Add smarter pathfinding to enemies?
- ~~Shouldn't offer the player the same spell again that they already have~~
- ~~Similarly, at least for the first weapon given, make sure its damage is stronger than base~~
 - ~~Idk if base is getting randomized or what | yeah I agree (maybe default starting weapon to 3 dmg)~~
 - Made base weapon with 3 damage, slightly upped the bounds on other qualities, adjusted randomize function

Quality of Life:

- Display melee damage (spell isn't clear how much damage it does)
- ~~Add delay to the card selection screen showing up to prevent players from accidentally clicking on a card right as they appear (or make only a small button on the card clickable) (As a note, you can shoot by holding down the mouse button, but still a good idea) (100% agree with the delay) ^ (fixed with dialogue update)~~
- ~~Remove useless slots of HUD~~
- ~~Show correct control buttons~~
- Adjustable controls (might be a bit too difficult/time consuming will focus on other aspects. However since i did the controls with input fields. We can change the controls by taking input from these fields and feeding it into an playercontroller maybe?)
- Add health bars to the enemies (easier to see damage)
- Some kind of healing either after level or from droppable potions

- Show critical hits/general damage numbers
- ~~Add winning screen~~
- ~~Add some random dialogue/narration excerpts perhaps with the cards (not on the cards but in the same screen?) (pop up before cards added)~~
- Change background of home screen/pause (can some one find this? I cant seem to find any good background asset tbh)
- ~~Don't change opacity so much when choosing a card (opacity now at 200 out of 245)~~
- ~~Change title font (if change is disliked, can change later)~~
- ~~Add Credits or something~~



- ~~Add a new soundtrack for Caves 2~~