Project Milestone 2

Project Features list:

- **Player character**
  - **One Character with multiple ability paths Attack skill/Defense skill/ items/ Default Attack   Ultimate skill?**
- **Skills/Evolution**
  - **Points gained depends on difficulty of the enemy**
  - **Points can be put into a skill tree that resets after death or victory**
  - **3 paths are available each with a set of choices available after choosing a path**
  - **koins earned through combat for items**
- **Saving**
  - **Saving player progress by giving the player a string that can unlock their previous game**

Requirements:

- **Spawn rates of enemies and items**
- **Character movements**
- **Mini boss rates**
- **Shop item rates**
  - **Cost of items**
  - **Available items**
    - **Healing-with doritos**
    - **Stun items-homework assignments**
    - **Gaining energy points with redbull**
    - **grenades/damage items with time accurate weapons**
- **Map generation**
  - **Random pathing**
  - **Random locations of shops**
  - **Random locations of potion shops**
- **User interface**
  - **Buttons**
  - **Maps**
  - **Backgrounds**
- **Visual Design**
  - **Character modeling**
  - **Non Copyrighted images**
- **Website generation?**
- **Back end front end communication**

Project plan

- **Kanban board using trello**
  https://trello.com/invite/b/BKPGcX0k/d7fe1632ab4e8f793a1a811e1c75b263/3 308-project
- **Will be added to as we progress.**