# Basic Design Aims

The game is broken up into roughly 20minutes chunks with events happening every 20minutes or so. These events could include:

1. Player inventory is full so need to sell items (go back to town)
2. Player levels up
3. Player gains a power bit of wargear

To achieve this a number of probabilities are adjusted to make these events occur more often, for example the longer a player plays without receiving a more power wargear the more likely they are to receive one.

# To do List

## Key Functionality

### Item System

1. Pick up items of the floor
2. Buy items from a shop
3. Sell items at a shop
4. Drop Item on the floor
5. Display statistics on items

### Weapons Systems

1. Equipping 2 2-handed weapons has a disadvantage
2. Inaccuracy of range weapons

# Polish

## Enhanced game play

### Camera Work

1. Camera shake on damage
2. Camera shake on shooting weapon
3. Camera shake on levelling up