

## Binding of Isaac Garrett Themed



The objective of this game is to clear all the rooms of enemies and beat the boss. Certain rooms will contain items to help Garrett beat the boss. This game will be very similar to Binding of Isaac: Rebirth, except it will follow Garrett and his schedule at rose. The bosses will be Garrett's professors and the enemies in each room will be based on which class he has.

### Essentials:

- Moving Garrett
- Enemies
- Rooms
- Items
- Projectiles

### Anticipated:

- Sound effects
- Background music
- Extra floors
- Coin system

- Enemy shoot
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Class:

- Garrett
- Garrett Projectile
- Enemy
- Boss
- Boss Projectile
- Room
- Item