# Side Scrolling Shmup Design Document

### To talk abt

Ship feel

Ent system

Ent store system

Ship obj

Shooting cooldown

No ent create or destory during gameplay (all pooled)

To be inproved:

Input buffer

Balence

Theming – why asteroids when not in space

Animated sprites – i might act do this one (bullet and asteroids)

Stretch and squash ship with velocity/accell

Properly doing .cpp and .h files, rather then just chucking logic in .h files

### Understanding the template

#### Procedure Dependency Diagram

#### Flowchart

## Upgrading the template