

# Rainbow Wars

## Characters:

- Red (3) Sword
- ~~Orange~~ Blue (1) Maze
- ~~Yellow~~ Green (2) Projectiles

Left click — melee

Right click — distance/magic

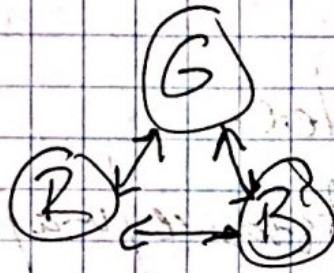
## Resources

- Mana: affects how many times use magic.  
Time refills it.
- Health: each time an enemy collides goes down.  
Refills on level restart.
- Weapons:
  - Sword: swings at angle
  - Maze: up/down smash
  - Projectiles: shoots "arrow"
- Scenery:
  - Medieval
  - Walls so you don't fall down
  - Stars / space background
  - Basic color for (enemy's color).
  - (if we finish on time add gradient\*)
- Enemies:
  - Small: small circles that run towards you, decrease health on collision.
  - Boss: also moves towards you (has scary face)  
(if on time add attacks and has more resistance)

(\* future implementations) Strength order: Red > Green > Blue  
affects # / speed / health



	Character	Enemy	Weapon
Raul:	Green	Red	Arrow
Will:	Red	Blue	Sword
Diego:	Blue	Green	Maze



## Task:

- Diego: Scenery (walls/field/character/<sup>music</sup>movement/light/cave)  
 (textures match power of enemy)
- Will: Enemies (movement of small balls/bosses/health  
 as well as strength) order/linking/updates.
- Raul: Menu (buttons/background/loading scenes)

Everyone: characters/weapons interaction

To do:  
 - character properties: mana/health