

To Do

⑤ 2 PLAYER THINKAMAJIGLE

① Enemy types → Ranged, Melee, Status (stun)

② Laser Puzzle & Music Puzzle (design)
↳ pause enemy state when

③ Boss battle (instead of 4th puzzle) ^{when} collider

④ Win & lose condⁿ
↳ 4 faces (Brahma)
↳ increased rate of fire (4 guns)
↳ increased movement speed
↳ orbiting stones (x3) around him

⑤ Parts to be collected (from Helicopter)

⑥ Enemy camp with bosses (bottom right)

↳ reduce enemies in circle around player
↳ shift main enemy spawn to camp.

⑦ Dialogue triggers on proximity

⑧ Sound FX & scene transition

(Zoom then
crash sound)

⑨ Sprites of Hopeless carrying
Helpless
(only legs & head)
(only arms & head)

⑩ sprite of both characters separately

⑪ Sprites for 3 kinds of enemies:

- 1) Ranged (with bow)
- 2) Melee (with a club)
- 3) Status (a different
does
barehanded)

⑫ One sprite for Boss

↳ Big guy with 4 faces
& 4 pairs of arms with
guns