# General Notes

I really like this idea! I've been playing games like Binding of Isaac for years, so i'm really excited to see how this turns out! I think some of your concerns are valid, especially the scope one, but I don't really think the scope of 3 levels and a boss will be too much! You always make great homeworks so I'm not too worried about it, but if it comes to a point where you think it will be too much and have to reduce the scope, please don't hesitate to reach out and we'll work it out from there!

# For Milestone 1

From here on out, grading for milestones is going to be based on your plan from this milestone. You don't have to implement 100% of the ideas you've put here, but it'll be used as a foundation.

Art should **not** be finalized yet! For now, use placeholder art and focus on getting the mechanics done. Feel free to improve upon art once you've completed important mechanics.

Here's what I'd like to see for Milestone 1:

- Get your state machine up and running. You'll want states for START, INSTRUCTIONS, GAME, PAUSE, and WIN and/or LOSE. You don't necessarily have to make any crazy tilesets yet, but do something that makes it clear which state you're in during gameplay.
  - You can use Usenti text to indicate different states
- Implementation of main gameplay mechanic

Stretch goals:
- Have one full level implemented
- Background art for one level complete to give you a framework of level flow and game progression

| Final Game Requirements | Where I see it implemented (including suggestions) |
|---|---|
| 4 sprites, 2 animated | The animated sprites could be the player and enemies, and stationary sprites could pretty much be any upgrade the player can pick up! |
| Two backgrounds | This could be the player on one background and the map on another, or some kind of inventory or upgrade screen! Parallax would also apply here! |
| Tile modification | Where do you plan to use tilemap modification? |
| Palette modification | This could be the player changing colors whenever they take damage |

| Multiple states | Each level should be its own state, including the boss |
|---|---|
| Two sounds | Sounds could be when a player hits an enemy, picks up an upgrade, things like that |
| Cheat | For a roguelike kind of game, a cool cheat would be to have unlimited ammo for a few seconds, or maybe increasing player movement speed/health to give you an edge over enemies |
| In Game Instructions | Should be reachable from start state or before every game state if instructions change per state. |