# Kiru Swarm v1.0 Development

NOTES:

All music will be placeholder music, until we can generate using AI, or purchase royalty free.

<https://uppbeat.io>

## Initial Development

### Gameboard

* 1. Timer **- 3/2024**
  2. Score **- 3/2024**
  3. Lives **– 3/2024**
  4. Inventory **– 3/2024**
  5. Health Bar **– 3/2024**

### Gameplay

1. Player animations
   * 1. Walking **- 3/2024**
     2. Running **- 3/2024**
     3. Jumping **– 3/2024**
     4. Attack
        1. Directions (Logic Only)
           1. Horizontal **– 4/2024**
           2. Vertical (Upwards) **– 4/2024**
           3. Diagonal **– 4/2024**
        2. Types
           1. Staff
           2. Katana Sword **– All animations/directions – 4/2024**

Update animation directories and references.

* + - * 1. Throwing Stars (Shuriken)
        2. Nunchucks
    1. Injured **– 04/2024**
    2. Lose Life
       1. Level Over
          1. Music
       2. Game Over
          1. Logic/Menu

Start Over

Quit

* + - * 1. Music

1. Levels
2. Day Grinder (City)
   1. New Backdrop
3. Night Grinder (City)
   1. New Backdrops
4. TBD