Entity Properties

Player

- Light radius
- Light radius reduction resistance
- Light radius regeneration
- Movespeed
- Damage multiplier stat Time alive
- Level and EXP

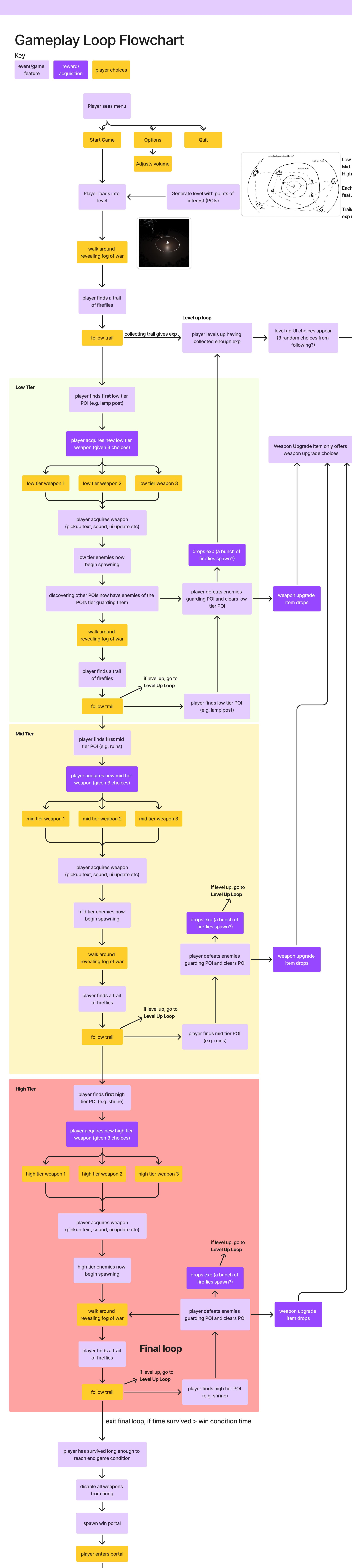
Enemy

- Tier (when/where it appears)
- Health
- Movespeed Damage
- Projectile? Skills? Patterns?

Weapon

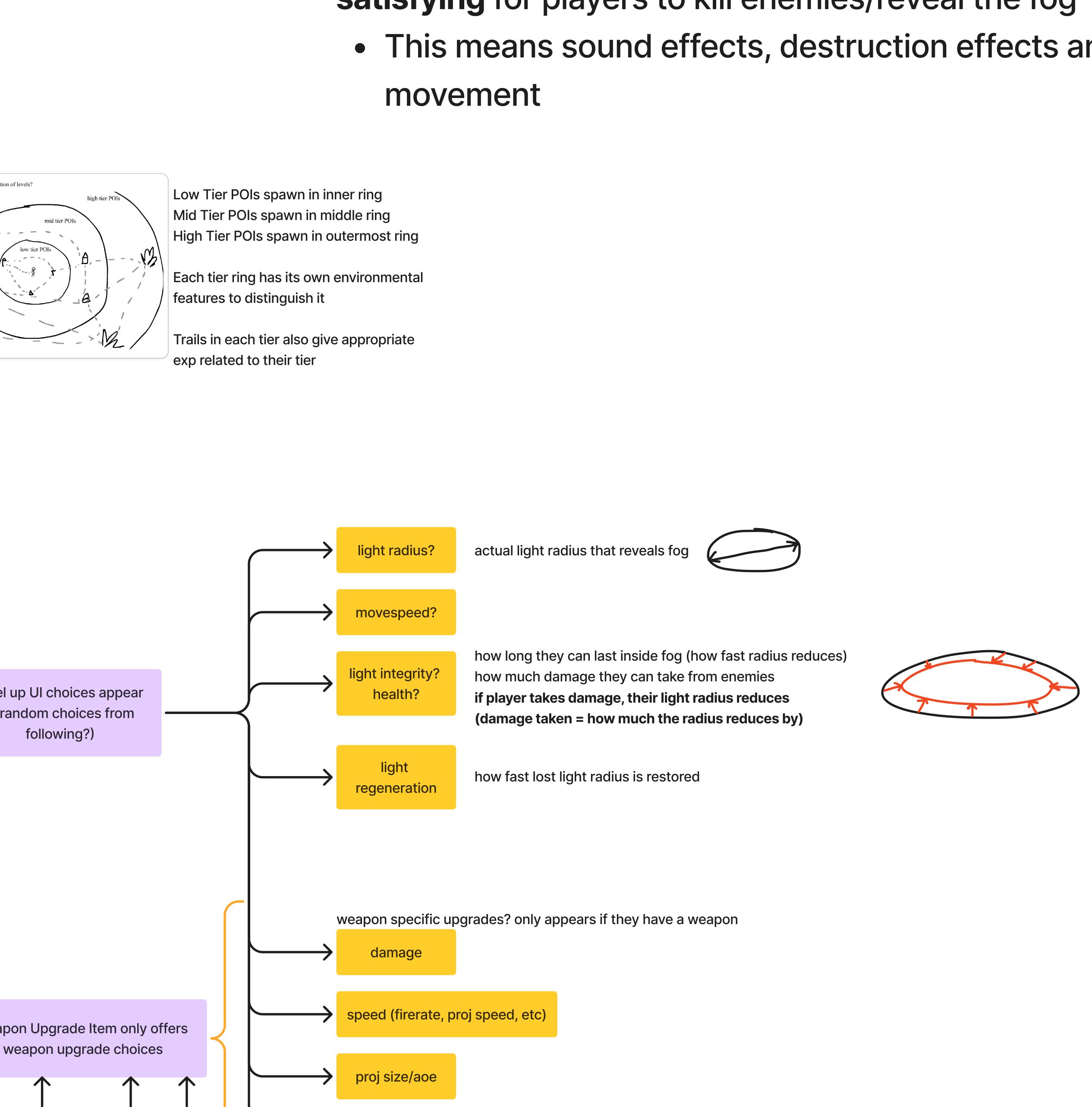
- Tier (where it appears)
- Damage
- Projectile? Skills? Patterns? Upgrades? Evolutions?

- POI Tier (where it appears)
 - Contents (what it contains)



Important key feature of game to make it feel good to play:

- Since it's a fairly simple game, it's very important that it is satisfying for players to kill enemies/reveal the fog
 - This means sound effects, destruction effects and satisfying movement



some special weapon specific upgrade

