

- 1) The game I want to create is similar to League of Legends. I want the game play to be in one lane or one pathway (player can move forward or backward). There are two towers in the pathway, one on the enemy side and one on your side. Six (or maybe 3) minions will spawn every 5 seconds or so and can be easily killed with 1-2 hits. There will be at least 1 enemy on the other side. These towers attack minions, creatures, and you if you are under the tower area with none of your *own* minions around.
- The objective is to:
 - 1) Not die from the minions/enemy/tower hitting you (I may give the player 3 lives)
 - 2) Kill the enemy's tower base to win the game.
- You lose if:
 - 1) You lose all your lives
 - 2) The minions/enemy kill your tower first.

Thoughts to consider:

- Should I have different difficulty modes? Easy = only minions no enemy. Medium = minions and 1 enemy character. Hard = minions and two enemy characters that are harder to kill.
- How many champions to select from



Code Problems:

- Coding tower, player, enemy, minion, bullet structs
- Code it in mode0 for movement of background and using sprite images for minions, players, tower etc.
- Having to move character like how we moved pikachu in lab8
- Having different states for game play
- Enemy health bar, minion health bar, and tower health bar
- I kinda need help thinking about how to structure the coding