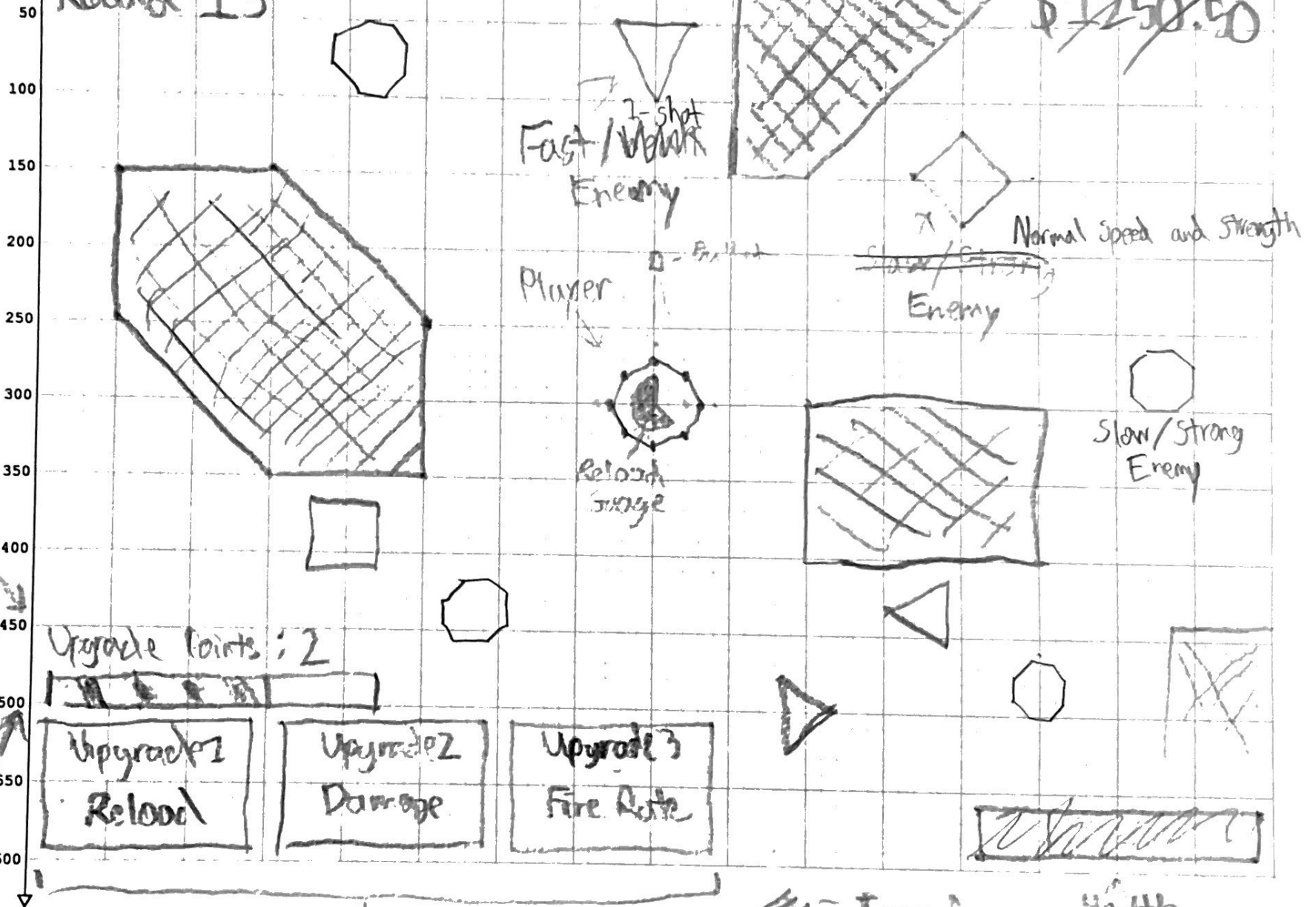


SCRAPED! → ~~Very Late~~

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 800 →

Round 13

~~\$1250.50~~



Upgrades: ^{Bullet Pierce: Increase Enemies that bullet can pierce before being killed}
^{Bullet Ricochet: Increase Ricochets before the get's destroyed}
^{Bullet Ricochet Angle: Increase angle bullet can ricochet at (scrapped)}

Max Health : Increase max Health of Player

~~Heal SCRAPPED!!!~~: Fully heal Player (scrapped if player's health below threshold)

Damage : Increase Damage of Gun

Reload Speed : Increase Reload Speed of Gun

Fire Rate : Increase Fire Rate of Gun

Bullet Speed : Increase Speed of Bullet

XP Multiplier : Increase how fast XP Bar fills

(Heal Upgrade scrapped for automatic regeneration after time without being hit)

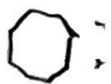
Enemies: ~~2 types~~ Ideas Scrapped's



- Super fast
- Very low health
- Normal Damage



- Normal speed
- Normal health
- Normal damage



- Slow
- Lot of health
- Lot of damage

Ideas Scrapped's

- Money to buy upgrades
- Needing to use upgrade points to heal
- Having 2 enemies (fast and slow);
changed to 3 enemies (fast, medium, slow)
- Health bar swapped for health status

Things to add (if ample time):

- Leaderboard
- Polish
- Game Juice
- Bullet Pierce
- Bullet Ricochet

Health statuses

Optimal

80% health or higher

Stable

60% health or higher

Hurt

40% health or higher

Weakened

20% health or higher

Critical

0% health or higher

Optimal Critical

~~Caution~~ ~~Danger~~ Vulnerable

Broken Fragile Stable

Weakened