# Menu

* New game – start a new game.
* Load game – continue from last save.
* Controls – show player controls.
* Exit - exit the game.

# Player

* Movement (keyboard)
* Shooting (damage , range , reload = rate of fire(make UX))
* Animation
* Death Animation
* Collision
* Player-skills:
  + Dash
  + recall to the portal.

# Player UI

* HP
* ArmorBar
* Energy Bar
* Bars images
* Proper Restore using delta time.
* Skills bar
* warning - enemies coming **DIALOG BOX**
* Portal Charging / been attacked. + When portal is attacked, it stops charging, when it’s attacked to many times it goes into recharge mode. **DIALOG BOX**

# Enemies

* Movement
* Attack delay (portal / player)
* Death Animation
* Collisions
* Proper spawn and attack
* HP
* Animations
* Tips:
  + Enemies spawn at the forest
  + Waves, timer to spawn, when enough enemies start wave / but no waves in classic meaning.
  + Enemies are melee attackers
  + Enemies are slower than player.
* 2 types of enemies (StarCraft animal-like enemies):
  + 1x Attacking the player.
  + 1x Attacking the portal.
  + Boss

# Character stats

Show:

* + - player damage amount
    - player armor / hp
    - player skills
    - player image

# Map (forest green biome)

* End of the map – Forest (collision)
* Tile image.
* Insert environment objects according to 2D map.

# Portal

* Portal model implementation.
* The little things near portal will be attacked not portal itself.

# Shop

* Shop model
* interaction with the shop
* Buy Armor // Weapon download btns as a separate images and set position in game + show resorces

# Money

* 2 types of resources from two types of enemies
  + For armor Upgrade
  + For Damage Upgrade

# Dead/ Win condition

* Win (open portal “cutscene” + dialog box + trabsfer and black screen and thank for watching)
* Dead Defeat image

# Loading Screen

* Loading screen with tips (describing the characters, skills, narrative)

# Cutscenes

* Start – comics-like + text slides – describing a ship explosion, and portal usage and spawn enemies.
* Final cutscene – basically the game itself character just runs into portal across of 1000 enemies.

# Dialog box

Character (player / shop / enemy) icon on the left Text on the right

# Sounds

* Music
* Sound effects

# Extra

* Mini map
* Optimization if distance is more then don’t draw
* Mouse Cursor
* Weather
* Skydome
* ADVANCED CAMERA CONTROLL
* The FOG

# BUGS

**MENU MODE Doesn’t Stop character from moving.** sound when walk and shot stops each other.

Delete enemy

# Dead/ Win condition handler