# Menu

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

# Player

* **Movement (keyboard) dot + cross product for animation If mouse and player looks in the same direction run forward animation**
* 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. GetTime – gettime
* Skills bar
* warning - enemies coming **DIALOG BOX**
* Portal Charging / been attacked. DIALOG BOX
* When portal is attacked, it stops charging, when it’s attacked to many times it goes into recharge mode.

# 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. Road/paths**
* **Insert environment objects according to 2D map. Few trees**

# 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

* Dead Defeat image

# Loading Screen

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

# Cutscenes

* **init scene crashed ship with fire and smoke + dialog**
* portal final cutscene

# Dialog box

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

# Sounds

* **Music**
* **music, engine , crash, etc sound**
* **Sound effects**

# Extra (after 19th of march)

* Mini map
* Weather
* Skydome
* ADVANCED CAMERA CONTROLL
* The FOG

# BUGS

**MENU MODE Doesn’t Stop character from moving.**

Enemy Delete

* Mouse Cursor properly
* hit stanlock + loot

* Movement (If mouse and player looks in the same direction run forward animatio
* **Adjust enemy spawn, attack rate ,speed,hp etc.**
* **Enemy / Player Collisions**

**Tuesday**

Jarek game starter

**Wednesday**

3D game starter

Think as a programmer fake-test+ slides + courswork2.

Unity slides + main mechanics

18.03 – 25.03

CV + 2 video + cover + apply some crucial places. (tell in cv that games are in progress )

* **Music**
* **music, engine , crash, etc sound**
* **Sound effects**

about enemy delete I – I ++

Enemy clone why still loading

personal game platformer hit test with ground! To flour