# ToDo

## **Story**

* 1. Plan level progressions.
     1. Sewer
  2. Alternatively: am I doing them out of order?? After the intro level at least.
     1. Maybe intro level is sewer/city. This becomes the hub.

## **Gameplay**

* 1. Jumping
  2. Firing projectiles
  3. Attacking
  4. Enemies/deal damage

## **Art/Style**

* 1. Manga style cutscenes/dialog
  2. Chibi drawings? Semi-chibi

## **Character Design**

* 1. Players need deeper backgrounds and lore(?)
  2. Unique lore, unique enemies (see tenshi picture in root folder)