Project McMinos: List of level elements

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Alive

- McMinos
  - default (still, left, down, right, up)
  - power(ed) (still, left, down, right, up)
  - poisoned (still)
  - drunken (still = moving?)
  - cloaked (still = moving)
- Ghosts
  - Ghost 1, Hanky
  - Ghost 2, Panky
  - Ghost 3, Zarathustra
  - Ghost 4, JumpingPill
  - Ghost 5 (?)

Inanimate

- Wall
  - default, 16 types (see graphics)
  - InvisibleWall
  - IndestructibleWall – TODO: select existing sketch or redraw
  - Door – TODO: fix problem with indestructable walls
  - Castle
  - Hole – TODO: draw graphics for areas of connected holes
  - Field
    * SpeedUp
    * SpeedDown
    * Arrow

   ∗ RevolvingArrow

   ∗ **DeathField** (i.e. skull field)

   ∗ WarpHole – TODO: try different animation

   ∗ Rock

   ∗ RockTargetField – TODO: agree upon selection among sketches

Item

- Bonus – TODO: piggy bank exists, add others according to ATARI version
- Clock (increases available time in time-limited levels) – TODO: clock + animations
- Explosive

  - Bomb (default, fused, explosion)
  - Dynamite (default, fused, explosion)
  - Mine (default, active)

- FlyingTool (was umbrella on Atari, may now be cloud) – TODO: pick umbrella or cloud
- Letter (provides level code for direct access to level) – TODO: do we still need this?
- Life = heart
- Mirror
- NextLevelTool (was ladder on Atari, may be different item now) – TODO: draw
- Skull
- Surprise – TODO: do we still need this? If so, draw nicely wrapped present or similar
- Edible

  - Pill
  - Medicine
  - Poison
  - PowerPill
  - Whiskey – TODO: draw

Background

- diverse background tiles – TODO: select usable background among existing sketches, draw new ones.