**Project name: banana**

**Goals:**

1. Launch trello
   1. Hunter Wu, accept trello invite
2. Backgrounds
   1. Allegedly Hsu is working on them. There should be at least one or two by tomorrow.
3. Levels
   1. 10 levels
      1. first 4 tutorials WHITE (ALPHA)
      2. next 6
         1. BROWN (BETA) suit room
            1. Radiation suit key to passing
         2. continuing platform levels, harder and more mobs
         3. continuing platform levels, harder and more mobs
         4. timed level, complete objective before receiving lethal dose
         5. GREY (GAMMA) suit room
            1. Radiation suit key to passing
         6. horizontal escaping- jump over stuff and kill mobs while staying ahead of radiation cloud
         7. vertical escaping- walljumping skill staying above radiation cloud
4. Objects
   1. Enemies
   2. Items
      1. Armor
         1. PAPR suit (white player sprite)
            1. Slight protection from radiation, both EMR and otherwise. Blocks alpha particles the best. Can access slightly irradiated facilities.
         2. WOOD suit (brown player sprite)
            1. General chemical suit, blocks beta particles competently. Protects the user from most of the facility.
         3. LEAD suit (grey sprite)
            1. Blocks gamma, beta, and alpha. (more health)
      2. health
         1. Iodine pills
         2. Experimental solution
         3. Medkit
5. educational facts to put in game
   1. Armor is educational
   2. Geiger counter- clicks increase near radioactive things(enemies, level progression)
   3. Radiation results in DNA alteration
   4. special fungi that eats radiation.”**Radiotrophic fungi** are [fungi](http://en.wikipedia.org/wiki/Fungi) which appear to use the pigment [melanin](http://en.wikipedia.org/wiki/Melanin) to convert [gamma radiation](http://en.wikipedia.org/wiki/Gamma_rays)[[1]](http://en.wikipedia.org/wiki/Radiotrophic_fungus#cite_note-sciencenews_20070526-1) into chemical energy for growth.” ~wikipedia

Okay so sprites:

* A door for entering the level
* Signs
* Arrows