Foofaraw

* Robot- another robot is made and the first one wants to be the only one so he goes around killing all of the other robots
  + Binding of Isaac type rooms
  + Happy when he doesn’t see any others
    - Immediately turns mad when he sees an enemy after he spawns
  + 3rd person
  + Wall-e type robot
    - (maybe)puffs up when angry/ Settles when happy
  + room service robot
  + Goes to the top floor to deliver food and sees another robot. Gets mad he isn’t the only one and goes down all of the hallways to destroy all of the robots
  + start on the top floor and work your way down
    - kitchen where all the robots come from
  + at the end of each floor is a mini-boss
  + smallest robots have forks (1 and 5 chance to drop batteries)
  + mini bosses give you one
    - first mini boss weapon- stabbing knife
    - second mini boss weapon- throwing knife
  + final boss restores health so you can go into survival mode
  + start with tray
    - gives you an extra battery
    - then get knives?
    - final boss gives you another flamethrower and then you go into survival (cooking robot)
    - walk over it to pick up/ jump to get them
  + ui
    - health/ energy (batteries)
    - weapons health
    - what you have
  + kids 10 and up
* Model main robot
  + Arm up for flame thrower
  + Hitting motion
  + Wheels
* Small robots- stabbing motion
* 2 mini bosses
* 1 final boss
* doors
* table
* flowers
* start screen
* Starbucks- gets the order wrong and person goes on a killing rampage
* Person wearing the same clothes- has to get away from them as fast as possible
* Cloud
* Dollar- someone stole his dollar and goes on a killing rampage
* Parking-
* Lumberjack- goes crazy chopping down trees when one couple doesn’t like any of the many trees