# LD #34 Ideas

* Themes :

1) 2-button controls

2) Growing

* Maybe a platformer without jumping would be cool?
* 2 keys can be : “walk right” and “shoot” or smth like that
* Auto-walk maybe ? It frees a slot
* Then maybe you’re autowalking to the right, you can shoot and teleport??
* Maybe shoot can be like an “action button” – you gather powerups that change what it does.
* Enemies?
* Goals?

– Reach the end?

* Style : minimalistic probably, I wanna make a game full of black/white squares with color SFX :D
* RNG monster/powerups?

**TODO:**

~~1) Background~~

~~2) Bullet~~

~~3) Enemy~~

~~4) Change heros sizze based on the health, instead of bars. Maybe eliminate the ap system and make everything cose “size”~~

~~6) Remake bullets into spikes or something so they always hit.~~

~~8) Move “pickup” to the resourse folder~~

~~9) Make enemies spawn randomly~~

~~10) Do something with enemies and player collision (gameplay-wise)~~

7) Balance spike/aoe damage/cost by calculationg the rng from enemies;

5) Add an AOE attack

11) Make platforms cycle

16) Add teleport death skill, works well with stomp, may remove spike

15) Pause on death with timeScale=0 and make some buttons

13) Add music

12) Add score