# Feature List

* Keyboard controller
* Mouse controller
* Gamepad controller
* Decide controller layout
* Level designer code
* Implement Player
* Implement Camera
* Basic level design
* Implement collisons
* Implement Block
* Break levels into checkpoints
* Implement Lava
* Implement Bitbot
* Implement bit revolver
* Implement bit array gun
* Implement bit matrix blast
* Implement weapon switch
* Implement weapon fire
* Implement Movable Block
* Implement Hiding Block
* Implement EndGate
* Integrate gamepad
* Implement Enemy1
* Implement Enemy2
* Implement the Health Bar
* Implement Enemy3
* Implement Enemy Portal
* Implement Boss1
* Implement the Game background
* Change the theme. Add sprites to all game objects.
* Add a game sound
* Add narratives with text
* Add narratives with pictures
* Make enemy width and height be available globally.
* Integrate mouse
* Implement title screen
* Implement the main menu screen
* Implement level menu screen
* Implement level start menu screen
* Implement main menu confirm screen
* Implement pause screen
* Implement quit confirm screen
* Implement game end screen
* Implement settings menu screen
* Break basic levels into sub levels
* Enable checkpoint saving and restarting from the last checkpoint
* Difficulty options – I am not a programmer, I can code, I can reprogram you. More health, More attack frequency, Increased attack power.
* Implement ChangeLevel
* Lower speed in both x and y directions while ducking
* Implement Gate – Implement a Key
* Compress images
* LOS of boss
* Probability of running
* Add references
* Gamepad controller smoothing
* Level integration to stories.
* Implement mouse interaction
* Implement End game
* Add a game over kind of thing.
* Documentation
* Refactoring