# Feature List

## To be done

1. Basic level design
2. Change the theme. Add sprites to all game objects and to the levels.
3. Add narratives with text
4. Add narratives with pictures
5. Add narratives with sound.
6. Break basic levels into sub levels
7. Bread levels into checkpoints
8. Enable checkpoint saving and restarting from the last checkpoint
9. Difficulty options – I am not a programmer, I can code, I can reprogram you. More health, More attack frequency, Increased attack power, Smarter.
10. Implement bit revolver
11. Implement bit array gun
12. Implement bit matrix blast
13. Implement Player
14. Implement Boss1
15. Implement Enemy1
16. Implement Enemy2
17. Implement Enemy3
18. Implement Enemy Portal
19. Implement Block
20. Implement EndGate
21. Implement Gate
22. Implement Lava
23. Implement Movalbe Block
24. Implement Osicillating Block
25. Implement Bitbot
26. Implement the Health Bar
27. Implement the Game background
28. Implement the main menu screen
29. Implement level menu screen
30. Implement level start menu screen
31. Implement main menu confirm screen
32. Implement pause screen
33. Implement quit confirm screen
34. Implement settings menu screen
35. Implement title screen
36. Implement collisons
37. Powerups – heath buff
38. Powerups – attack buff
39. Implement Camera
40. Implement second player
41. Implement Camera for two players
42. Add the puzzle mini game

## Done

1. Keyboard controller
2. Mouse controller
3. Gamepad controller
4. Decide controller layout
5. Level designer code