# Feature List

## To be done

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

## Done

1. Keyboard controller
2. Mouse controller