# 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 Boss1
14. Implement Enemy1
15. Implement Enemy2
16. Implement Enemy3
17. Implement Enemy Portal
18. Implement Block
19. Implement EndGate
20. Implement Gate
21. Implement Lava
22. Implement Movalbe Block
23. Implement Osicillating Block
24. Implement Bitbot
25. Implement the Health Bar
26. Implement the Game background
27. Implement the main menu screen
28. Implement level menu screen
29. Implement level start menu screen
30. Implement main menu confirm screen
31. Implement pause screen
32. Implement quit confirm screen
33. Implement settings menu screen
34. Implement title screen
35. Implement collisons
36. Powerups – heath buff
37. Powerups – attack buff
38. Implement Camera
39. Implement second player
40. Implement Camera for two players
41. Add the puzzle mini game

## Done

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