# Feature List

## To be done

### Mechanics

* 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, Smarter.
* Implement ChangeLevel

### Theme

* Change the theme. Add sprites to all game objects and to the levels.
* Implement the Game background

### Extra

* Add narratives with text
* Add narratives with pictures
* Add narratives with sound.
* 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 settings menu screen
* Implement title screen
* Implement game end screen
* Integrate mouse

### Advanced

* Powerups – heath buff
* Powerups – attack buff
* Implement second player
* Implement Camera for two players
* Add the puzzle mini game
* Implement current frame rendering
* Lower speed in both x and y directions while ducking
* Implement Gate
* Make enemy width and height be available globally.
* Bullet ranges
* Bullet positioning
* Gamepad controller smoothing

## Bugs

* ~~Oscillaiton when using QuadTrees.~~

## Done

* 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 Movalbe Block
* Implement Hiding Block
* Implement EndGate
* Integrate gamepad
* Implement Enemy1
* Implement Enemy2
* Implement the Health Bar
* Implement Enemy3
* Implement Enemy Portal
* Implement Boss1