# Feature List

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 the main menu screen
15. Implement level menu screen
16. Implement level start menu screen
17. Implement main menu confirm screen
18. Implement pause screen
19. Implement quit confirm screen
20. Implement settings menu screen
21. Implement title screen
22. Implement collisons
23. Powerups – heath buff
24. Powerups – attack buff
25. Decide controller layout
26. Mouse controller
27. Keyboard controller
28. Gamepad controller