Abyss ToDo List

# Bugs

## UI and graphics

* Make flair tiles draw at the very back so that nothing draws over them

## Map

* Spikes shouldn't appear on volatile/inert blocks
* Chests shouldn't appear inside blocks you can step on

# Features

## UI and graphics

* ui for main menu screen
* ui for game over screen
* ui for stores
* ui for active items
* Add better "flair" tiles so that backgrounds and environments look more interesting
* Allow the player to add their own name
* ~~Make items "float" (through texture or by altering their positions)~~

## Map

* Implement treasure chests (items should pop out when opened)
* Implement doors/stores
* Moving platforms
* More traps, more interesting things than just "it does damage"
  + Lava, poison, void (all instant kill)
* Tiles that change movement properties
  + Ice – reduces friction of movement, can’t stop easily
  + Brambles – reduces movement speed, can’t escape easily
  + Quicksand – player sinks in, if they become submerged, they die

## Enemies

* Treasure goblin that steals your stuff if you get too close

## Mechanics

* Land on an enemy to stun it - like a Mario stomp
* Invulnerability after being hit once when having a shield

## Items

* Implement cosmetic items
  + Players attempt to collect sets of armour and special items that don't have any bearing on how well they do in the game, but provide some background about the world, the lore and make them look awesome!
* Implement passive items
  + Rift crystals: currency
  + Shield: Temporary shield that blocks 1 point of damage
* Implement active items
  + Wings: Allows the player to dodge damage after a cooldown
  + Boots: Allows the player to stomp on the ground, clearing spikes/stunning enemies so they can get past
  + Hourglass: Allows the player to slow down time around them on a long cooldown
  + Singularity: Allows the player to turn all visible actors into rift crystals. This item should break after one use
* Improve item data model
  + No more concept of "life" or "shields", just have simple state checks when a player is hit by damage

## Leveling Up + Progression

* Create level up system
  + When a player reaches a set amount of rift, they can level up. The amount of rift required changes based on how many levels the player has gained
  + Leveling up requires the player to do some sort of gesture - pull down from top, pinch, perhaps
  + Leveling up ALWAYS gives the player a benefit, compelling enough to want to spend their rift on
  + Leveling up is described as "folding dimensions" onto each other, so all folds have to provide some sort of flavour about how dimensions interact with each other. For example: a type of flying enemy becomes too heavy to fly and flops on the ground, or rift crystals are twice as potent, or half as potent, or certain blocks make the player slower or something like that.
  + The player has a choice between a chaos and a balance "level up", chaos level ups will make the game more difficult in a way (enemies are faster, player is more fragile, more hazards) but provide more interesting rewards, balance level ups will make the game easier in a way, but make rewards less potent and items less interesting

## Gestures/Controls

* gestures for interacting with props (doors, chests)
* gestures for changing dimension
* tweak physics constants

## Performance

* Cache tile drawing (array of rectangles, recycle first and last row when the player changes vertical grid position)