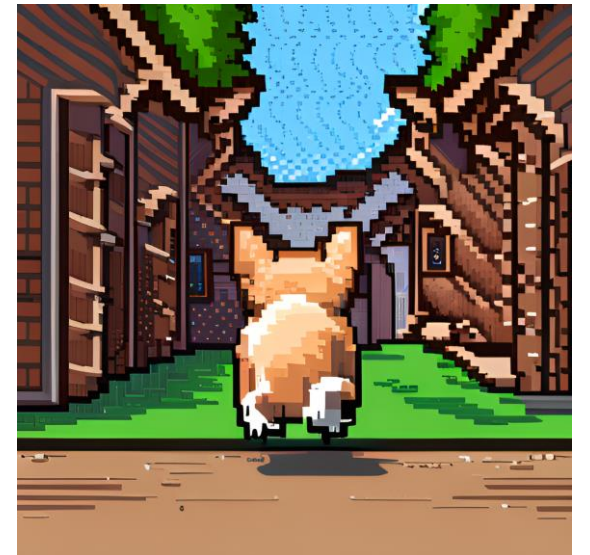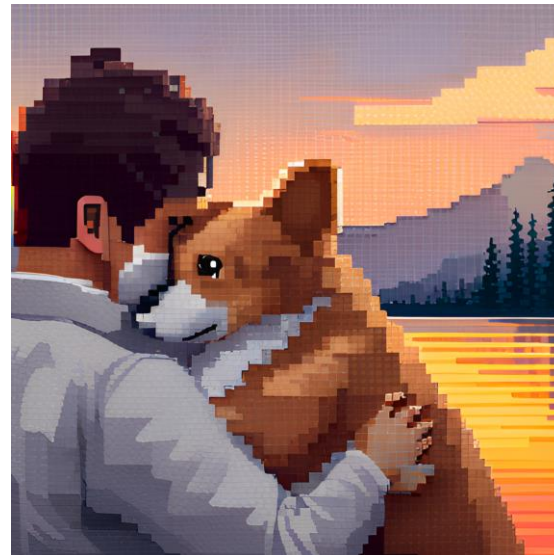# Corgi run
-Progress Report-

20201091 송민경

Visual Concept

- Cute + Pixel + Pastel
- Player will be corgi

- Used drawing AI(wrtn.ai) and Opengameart.com
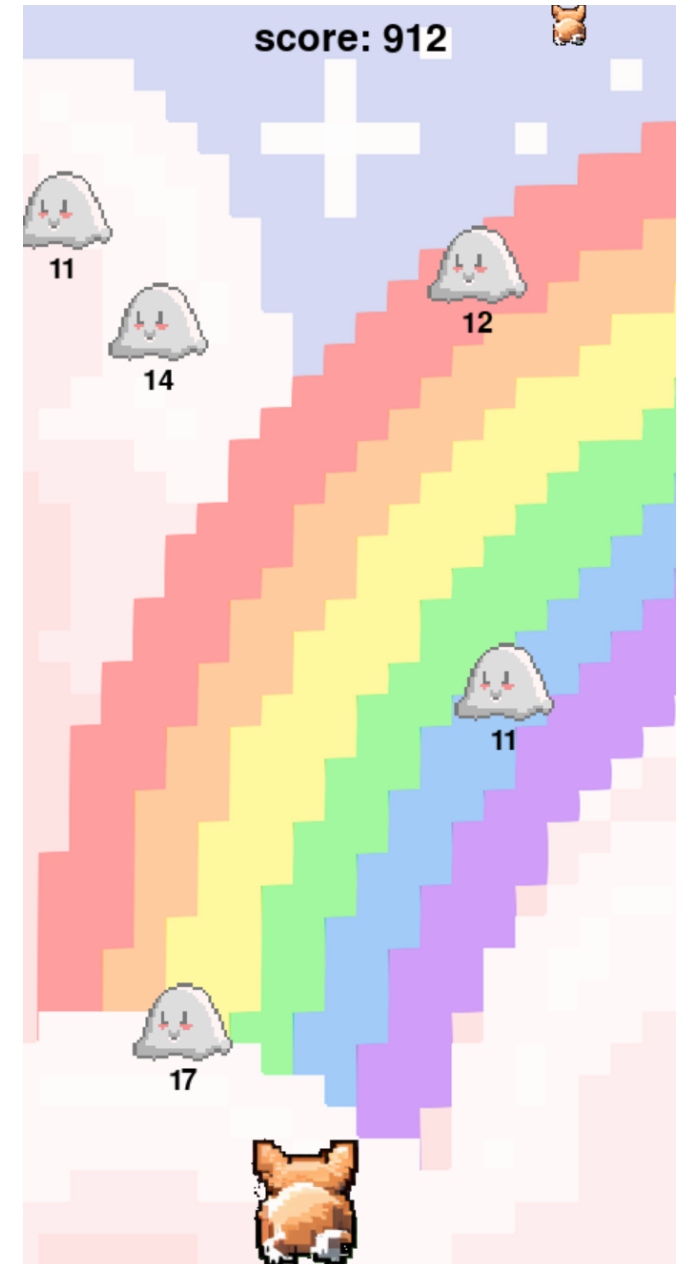- Some will used for ending scene

What I did

- Put some images and sound
- Make HP visible
- Bullet power increases if we kills more mob
  - Instead of item system
  - For player motivation

Level system
  - If play time > 40 sec, level up
  - Level 1: the mob falls vertically
  - Level 2: mobs also moves from side to side

What I have to do

- Make level 3: boss
  - Make it hard to defeat but slow
    - Boss.HP = 10000
    - Boss.speed =0.1
    - He will not fall, but move from side to side
  - Change the mood
    - Use serious bgm and images

- Put some ending scene