VaporWave - Riktlinjer- 2016-04-13

Prio: (1) (2) (3) (4)

## Spelet:

(1) Animated sprites for character, bombs and enemies

(1) One arena

(2) More arenas

random map

custom map (predefined by us, naturally)

**(1) Destructable walls**

**(1) Indestructable walls**

**(1) One player**

**(1) Move character**

**(1) Drop bombs**

**(1) Bombs blowing up**

**(1) Player getting hit by bomb**

(1) Player loses health - different hp damage  
**(1) Character death**

(1) Character respawn

(1) Skill powerups

bomb powerups,

speed powerups

range powerups

health powerups

(3) Super powerups

illumiati (time freeze)

energydrink (superspeed)

japanese radio station (annoying)(2) Multiple characters

(3) CPU Player

the grudge (annoying, jumpscare)

(2) Enemies

(3) Multiple CPU Players

(3) Smart(er) AI

(3) Multiple kinds of enemies

(2) Online multiplayer

(4) Same keyboard multiplayer (?)

(1) Time limit

(3) Kill limit (when a player reaches specified amount of kills, end current game)

* Sounds

(3) Texas meow

(1) Bomb

put down bomb

bomb explosion

(3) Running (?)

(1) Powerup sounds

Creating

Taking it

Destroyed (?)

(3) Super powerup sounds

(1) Game music

(1) Health loss

(1) Death

(1) Respawn/spawn

## GUI - HUD (Heads Up Display)

(2) Scorebar

(1) Healthbar

(1) Overall game countdown timer

(3) Super powerup countdown timer

(3) Current super powerup

**(1) Stats (to see how much stats rise with powerups)**

**-Speed**

**-Bombrange**

**-Bombcount**

**-Health**

## GUI - Menus

(1) Startmeny

(3) Highscore menu

Online Highscore

Local Highscore

**(2) In game current score**

(2) Character Selection

-Character stats

-Character pictures

(3) Pre-Game customisation (choose level, time limit, power ups etc.)

(1) Post-game highscore and score menu

(3) Options menu

-Audio settings

-Display settings

-fullscreen

-Window

-Network settings

-Control Settings

## Misc

(4) Support for external input devices

(4) Level editor!!