

## Tricks that will make your game better

1. Basic animations and sounds
2. Permanence
  - object particles left behind that show you've been there
3. Explosions
4. Bigger Explosions
5. Background Lag/Camera Lerp
  - The Background is animated to lag slightly behind the animation of the player.
6. Screen shake
7. Motion Blur
8. Color
9. More Bass
10. Meaning
  - Can be achieved with slow motion when losing
11. Music
12. Low enemy Hp
13. High rate of fire



14. More enemies



15. Bigger bullets



16. Muzzle Flash

- a. There is a small yellow circle around the gun when the player shoots



17. Faster Bullets

18. Less accuracy



19. Impact effects

- a. That cloud is from an enemy being hit



20. Hit animation

- a. That white part is the same shape as an enemy and shows them being hit.



21. Enemy knockback

- a. Enemies move back when you hit them

22. Camera Position

23. Player Knockback

- a. Player moves back when shooting

24. Sleep

- a. Slight delay on impact
  - i. Brain has more time to process the game when something important happens

25. Gun delay

- a. Gun lags behind character and looks like the character is carrying it
- b. Gun kicks back

26. Strafing

- a. the technique of moving the player's character from side to side, rather than forward or backward

27. Shoot multiple bullets at a time

