

≡ Haven

☐ [Aesthetics] Use 16bit fonts

<http://www.fontspace.com/qbotype/moiser>
<http://www.fontspace.com/pixel-sagas/emotion-engine>
<http://www.fontspace.com/captain-falcon/mecha>
<http://www.fontspace.com/genshichi-yasui/atari-font>

☐ [Mechanics] Make bullet ricochet

☐ [Mechanics] Static Wasp

☐ [Aesthetics] Implement backgrounds

☐ [Aesthetics] Integrate more Acerbus sprites

- ☐ laugh
- ☐ dissapear

☐ [Mechanics] Randomize Acerbus phases

☐ [Mechanics] Screen shaking effects

<http://www.html5gamedevs.com/topic/3403-shake-effect/>
<https://github.com/dmaslov/phaser-screen-shake/blob/master/ScreenShake.js>

☐ [Improvements] Remove this. for game

`grep -rin this\game src/ | grep -v phaser\js`

Done in: boot, preload, text, menu, hud, audio pool, bullets,
enemybullets, hero, game over, ending, intro, death, items,
boss

☐ [Mechanics] Make gumbon zombies follow you

☐ [Aesthetics] Cutscene for ending

☐ [Mechanics] Fire in lava (like mario)

☐ [Mechanics] Add support for gamepad

☐ [Aesthetics] Particles in the heart when you are hurt