**Metanact – Informal Programming TODO**

* ~~Remember how the heck I put together my older 2D engine~~
* ~~Write a console demo that traverses files+folders programmatically~~
* ~~Strip out unneeded functionality from the old engine~~
  + ~~Networking~~
    - ~~Remove Client/Server specific routines, replace with generic~~
    - ~~Get projectiles working again~~
    - ~~Remove awareness of other players~~
    - ~~Remove network library dependency~~
* ~~Get directory traversal working in new engine~~
* ~~Fiddle with randomness constants~~
* ~~Add determination of spawned entities based on underlying file size~~
* ~~Add logging functionality to the video window called from a universal function in App2D~~
* ~~Modify Schnommus logo to suit the game~~
* ~~Create Metanact logo~~
* ~~Start moving away from vector shape definitions~~
  + ~~Add an IMAGE tag for entities~~
  + ~~Create new player sprite~~
* ~~Allow player to move around more than the initial directory~~
  + ~~Create a special wormhole allowing the player to move up a directory~~
* ~~Add a fading splash screen~~
* ~~Create some resource-handling classes for external loading and to prevent memory leaks~~
  + ~~Font management~~
  + ~~Sound management~~
  + ~~Music management (specialised sound as only 1 can play at a time)~~
  + ~~Image management~~
* ~~Impose a limit on the number of files + folders that can be loaded in a level at once~~
  + ~~Pick randomly form a list?~~
* ~~Add a loading screen in between levels~~
* ~~Add some sort of background effect~~
  + ~~‘Stars’ made of zeros and ones?~~
* ~~Overhaul the project file system so it’s nicer~~
* ~~Draw some storyboard diagrams for the menu system~~
* ~~Create an engine particle effect for the player’s ship~~
* ~~Create a simple enemy type (grunt)~~
* ~~Create a menu system~~
  + ~~Draw/implement architecture~~
    - ~~Item type with option attributes~~
    - ~~Item type without option attributes~~
    - ~~Drawing is completely generic; title an attribute of screen class~~
    - ~~[System->Screens->Items->Attributes]~~
  + ~~Feed into start-game condition~~
  + ~~Intercept ‘pause game’ condition~~
* ~~Compress the audio codec – Ogg vorbis maybe~~
* ~~Load options from a config file at startup (and save them)~~
* Add nice-looking background images for parallax (random?)
* Get rid of that retarded invulnerability bug
* ~~Look at ways to increase performance~~
  + ~~Streamline gravity calculation (staggering?)~~
  + ~~Particle density option?~~
* Scoring system
  + Points for each type of enemy
  + Points subtracted for player deaths
  + Scrap maybe worth nothing (Replace with crappy enemy?) or random loot
* Big-ass messaging system for more important messages (scoring, loot)
  + Layered scrolling, and implicit App2D functions
  + Possibly smaller messages for tiny point-gains
* Aggro range on enemies, both near (back) and far
* Loot i.e
  + Lots of points
  + Double Ship (maybe)
  + Shield
  + Weapons i.e
    - BackForth
    - StripeLaser
    - Spiralis
    - Harbinger (Programatically similar to drones?)
    - Getron
  + Right-click Teleport (short range direct)
  + Engine upgrade
* On death = random loss of points + loot (only equipped?)
* Ship customisation screen
  + Involves either separating menu system into pause-time menu + main OR renew with a different keyboard shortcut.
* Game-saving system
  + A level must be cleared before it can be saved (menu option grayed out?)
* ‘The Universe Thus Far’ screen; a tree view of viewed folders + enemy/point stats associated with savefiles.
  + Probably build it into the savefile viewer
* ~~Folders with more in them are rendered as visibly larger wormholes~~
  + ~~Will have to implement a secondary traversal algorithm~~
* More enemies! E.g
  + Grunt
  + Ticker (random bullet within range, supercrap)
  + Popper (moves around, randomly emitting bunches of particles)
  + LostData (Suicide ship, moves towards player and explodes)
  + Duo (Consists of a couple of files, spirals bullets outwards)
  + Quattro (similar to ^)
  + Impossibler (Frickin’ huge spiral, need to work on particle engine maybe for this)