RND Game Jam Ideas

* Gem Lord
* Lord of gems, FPS game where you shoot gems at enemies
* Medium to Fast Pace
* Score system
* 3 Types of enemies (Maybe a boss that shows up every 100 enemies?)
* Large arena type stage with platforming for player
* Flying enemies
* Ground based enemies
* Projectile shooting enemies
* Viewport gem hand in 3D, enemies in 2D
* Simple pick-ups (Speed up attack, Health, Strong attack, maybe missiles?)
* Waves of enemies
* Done so Far
* Movement
* Jumping
* ToDo
* Shooting
* Stage Design
* Enemies
* Menu