Chaos Core – Basic Gameplay Setup Checklist (Temp Graphics Version)

1. Project Setup

- ■ Create new Godot 4 (2D) project
- ■ Set up folder structure:
- ■ /assets → all art, temp graphics
- ■ /scenes → scene files
- ■ /scripts → GDScript code
- ■ /tilesets → tileset atlases
- ■ Set up Git repository and connect to GitHub

2. BaseCamp Scene

- ■ Create Scene: New 2D scene named BaseCamp.tscn with root Node2D
- ■ Tilemap: Create TileMapLayer for floor/walls, import temp tileset (32×32), set tile size, add collision to walls, p
- ■ Player: Create Player.tscn with Sprite2D, CollisionShape2D, movement script, and instance into BaseCamp

3. Dungeon Floor Scene

- ■ Create dungeonFloor.tscn with TileMapLayer and collision
- ■ Add placeholder exit to BaseCamp

4. Scene Switching

- ■ Add Area2D to exits for switching between BaseCamp and DungeonFloor
- ■ Create scene_manager.gd script for scene changes

5. Light Enemies (Free-Move)

- ■ Create EnemyLight.tscn with Sprite2D, CollisionShape2D, simple AI to chase player
- ■ Enemy takes 1–2 hits to destroy
- ■ Place in free-move areas

6. Tactical Battle Prototype

- ■ Create BattleScene.tscn with grid layout and placeholder tiles
- ■ Add temp units for player/enemy
- ■ Implement basic turn order
- ■ Add placeholder card-based skill UI

7. UI / Menus

- ■ Pause Menu (Esc / Start) → quit/options
- ■ In-Game Menu (Tab / Triangle/Y) → inventory/unit management
- ■ Retro terminal-style theme for UI
- ■ Debug HUD showing FPS, coords, current scene

8. BaseCamp Interactions

- ■ Create placeholder NPCs for shop/unit management
- ■ Each opens placeholder menu
- ■ Add 'Start Run' area to trigger dungeon generation

9. Roguelike Room Map

- ■ Create procedural top-down node map
- ■ Nodes: battle, free zone, shop, safe zone

- Simple branching path logic (pre-made layout)

10. Version Control Habits

- Run: git add . → git commit -m 'message' → git push at end of work session
- Pull latest from GitHub before starting work