

### Programming:

- Enemies don't shoot at the player.
  - They need to take occasional shots at the player.
- Player needs to be able to take damage from bullets.
- Switching Scenes
- Death screen: Once player dies, text appears on the screen and scene reloads.
- Press ESC to return to menu.
- Menu:
  - Start game
  - Credits.
- Hide mouse for playtest.

### Design:

- A basic level
- Level needs to be created.

### Art:

### Wishlist:

- Cover doesn't break at all.
  - Cover needs to break from enemy bullets and player bullets.
- Mini-map to see where enemies are located.
  - Kyle: I found that during my time with the playtest, I wasted a lot of stamina just looking for enemies. A mini-map can help with this.
  - If we don't go with a minimap, I was thinking about making levels more linear (think of Crossy Road), where the player progresses forward, using cover and shooting enemies as intended. This can help give players a sense of direction.
- Should enemy hitboxes be at their feet?
  - Kyle: I feel that in the case of the player, it gives them a good change to "dodge" bullets, but then again, the enemies would have to shoot at the player's feet in order for the bullet to count as a hit. Overall, I feel that we should experiment with the player's hitbox being a capsule like the enemies' and see how it works out.
- Crouching
  - Kyle: I think crouching would be a good idea b/c then the player can shoot over the cover and back up and shoot to break it. Enemies, on the other hand, would always break cover, but they can still go behind it for safety.
    - Some sort of messenger system, where if the enemy is aiming at a cover object a script lets that cover object know that that bullet will be breaking it. And then the bullet wouldn't go over the cover but instead hit it and do damage.