

Playtime's Over Priority List

- Highlight a bullet in green when complete!

General Fixes

Top Priority

- add limit to camera scrolling
- prevent units from standing on top of each other
- dont allow a unit to respawn on a tile already preoccupied by a unit
- reverse health on opponent's units to face the player
- don't allow you to click on a new cheat until previous cheat used
- if you click on unit swap, make the only viable clicks your units so you don't accidentally waste the cheat

Mid Priority

- remove death animation on damage taken
 - leave in for killing blow unless unit falls over on death is implemented
- be able to right click and clear an entire units planned movement and attack so you can choose a new unit to move that turn
- when you have a unit in attack phase, disable collision for mousing over friendly unit which displays green hitbox
- try slowing down the speed units move and attack (see what it feels like)

Lowest Priority

- button to reset game back to server select (but do it first since it should take 5 secs)
- remove cards remained text on bottom of screen (again easy)
- make character portraits show correct player color of units
- make cheats recycle after you've used them all

Bugs

Top Priority

-Movement tile remains blue for rest of game bug

- click on any amount of units and for each one tell them a place to move to
- when prompted to attack, right click to reselect a new unit
- choose a unit and jetpack it to a tile
- for each unit you selected before the unit you jetpacked, the tiles beneath them are blue regardless if the jetpacked unit goes through the process of choosing a place to move then cancelling before jetpacking

-if you unit swap, the second unit's attack and movement pattern appear where the first unit moved too unless you right click

Mid Priority

-make unit attack animations play for both players

-sometimes the green hitbox remains on enemies and you have to mouse over them to get rid of it

Lowest Priority

Needs further testing to prove bug exists/how it occurs

-might be a bug where if a unit is hit by multiple squares of the same attack pattern they take a damage amount for each box colliding with them (skateboard)

-had the ability to jetpack to other side of grid because I had extra movement tiles to click on besides 4 away options (was with bounty hunter?)

-got a glitch where I choose places to attack but then both units never attacked

Visual Feedback

Top Priority

- circle showing where grenade is a viable click
- text saying what cheat is currently being used
- more feedback for unit swap
 - Add feedback showing the two units selected
 - enlarge/change color of unit
 - show faded out swap signs between first unit clicked on and the second unit being moused over
- Troll doll
- create UI to see which units on both teams can be moved (show 5 unit portraits and a used unit's portrait is greyed out)
- create UI for when opponent has locked in
- make Instruction screen
- add ghost of unit tile where planned move is

Mid Priority

- cheat icons
- make unit fall over on death. Disappear from board.
 - don't immediately glide back to a starting location - wait until next round to spawn
- different hitbox color for mousing over friendly versus enemy units
- make cheat ideas start to slowly fade away after each turn - final turn before next round they are very feint
- make a cheat pop when moused over

Lowest Priority

- smaller taking damage VFX (or just leave with unit shake?)
- make score show on paper using crayon (tallies?)
- replace black with gray scale for when units have been used
- beginning of each round, your three ideas pop/bounce into existence
- With the unicorn attack pattern, make the hitbox not go past the first enemy it comes in contact with

Sound Feedback

Top Priority

- sound for selecting a unit and deselecting
- add on a lock on noise when green hitbox appears
- Sound for when you defeat an opponent
- grunting/noise upon unit taking damage
- ambient music

Mid Priority

- error sound when clicking on a already used unit
- daDAA or chaCHING (success noise) when you or opponent locks in

Lowest Priority

- ambient kid sayings (act as timer/ insult)

Future Concepts

- friendly fire
- timer
- tilt shift art style
- Don't see applied cheats until both players lock in? Cause player who watches a player use a cheat gains an advantage
- click on a cassette player to change the background music

Feedback to keep in mind

- people really wanted to hit multiple enemies with bounty hunter