Team Name
- Danger Noodles

Game Name
- Astrorogue

Genre
- rogue-like

Story
- Player is trying to get home, and has to go through levels and fight bosses
- Collecting parts of a broken spaceship?

Camera
- third person behind the head
- uses library cinemachine

Levels
- Each level is composed of several small planets grouped together, so the player can jump between planets (like super mario galaxy)
- Each level has a theme that affects the design of environment
    - Water, fire, jungle, etc.
- Planets have terrain (rocks, trees, etc) and item locations randomized
- Each level has enemies and a boss (designed with level theme in mind)
- After set # of levels completed, have option to go to the final boss or loop (with difficulty continuing to scale)

Enemies
- Planet-bound (so stuck on particular planet of the multi-planet level)
- Compile time decisions, but possibly with delayed appearance (fake spawning) or inactive until player triggers them
- Three states: wandering, moving towards player, attacking player

Characters
- One character
    - Melee weapon (wrench/gauntlet/crowbar)
    - Range weapon (some sort of gun)

Combat
- Melee
- Range
    - Linear trajectory (laser)
    - **Add variety LATER (through traits for homing, piercing, spectral, self aiming [still linear trajectory])**

Progression
- Player picks up items during runs (they just affect stats for that particular run)
    - Get more health, more attack damage, attack speed, etc.
- After each boss fight player chooses between 3 random upgrades [traits] (more gameplay impactful than items)
    - Melee attacks have splash damage
    - Increase health regen by 10%

- Ranged weapons pierce
- Bigger advantage from the item
- Permanent tech tree allows player to upgrade stats after each run (meta-progression)
    - Abilities -> dash, permanent piercing
    - *We should implement this after the other two items*

Difficulty
- Each level determines an increase in difficulty, but difficulty remains static per level

GUI
- General HUD shows player HP / stats / upgrades / level / abilities / weapon hot bar / etc
- When pausing all stats show larger / with more information and explanation
- *Pause screen allows players to look at current held items & traits*

Inventory
- Inventory interface that can be attached to a player (if we ever did local multiplayer this could help)
- Two possible types of inventory systems -> dictionary (stacked items) / list (unstacked items)
    - This would depend on how we want to deal with item drops and whether the player can pick up stacks of a singular item
- Button press to toggle on/off

Item
- Saved in a file -> base class that you can pull item specializations from a file
- Skin
- Stat upgrades -> uses dictionary with enum values to determine which stats to change
    - Health: -40
    - Damage: +60
- Prefabs