

Pre-Alpha I Goals

Enemies

- **Systems**
 - Modify enemy data script to include fields for:
 - Movement **speed**
 - Hidden?** (bool)
 - Immune to **magic?** (bool)
 - Immune to **physical?** (bool)
 - Current "level" (representation of enemy "strength"; i.e. 3 for green balloon, 2 for blue balloon, 1 for red balloon, etc.)
 - Basic implementation of base enemy, base + 1 enemy, base + 2 enemy
- **Balance**
 - Base enemy should be set to 1 health (dies in 1 hit)
 - Modify currency so that it is provided on "pop", rather than on "death" (1 coin per pop)
- **Art**
 - Base enemy draft artwork
 - Base enemy death animation
 - Enemy strength evolution draft artwork
- **Audio**
 - First draft of "popping" SFX
- **Design**
 - In-depth first draft design documentation of enemy levels (red->blue->green->...->MOABS, etc.)

Towers

- **Systems**
 - Modify base tower to include fields for:
 - Shooting **speed**
 - Shooting **pierce**
 - Shooting **range**
 - Shot **persistence**
 - Toggle for **physical** vs **magic** damage
 - Toggle for whether it can detect **hidden** enemies
 - Basic implementation of single shooter + area of effect shooter
- **Balance**
 - Cannot overlap towers (each tower takes a bit of space)
- **Art**
 - Single shooter draft artwork
 - Single shooter draft animation
 - Area of effect shooter draft artwork
 - Area of effect shooter draft animation
- **Quality of Life**
 - Ability to drag and drop towers from UI to map
 - Can view tower range while dragging and dropping
- **Design**
 - In-depth first draft design documentation of upgrade path(s) for single shooter and area of effect shooter

Levels

- **Design**
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- Draft design of first "easy" level
- **Art**
 - Draft artwork/moodboard for first "easy" level
- **Audio**
 - Draft background music for first level

UI/UX

- **Systems**
 - Pause/settings menu
 - Save system (stretch goal)
- **Design & Art**
 - Draft design of user interface (can be close to a 1:1 of Bloons interface)
- **Audio**
 - Draft background music for main menu
 - Draft SFX for button clicking

Narrative

- Narrative synopsis
- Visual novel type system that can be placed between levels
- Draft character art (stretch goal)