

# 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**
  - ☒

- ☒ 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)