

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)