Wiz Extras

_Due: Oct 13 (with Wiz I) & Oct 20 (with Wiz II), 11:59 pm EST on GitHub_

Each bullet point counts as a game requirement. Second-level bullet points count as an _additional_ game requirement, but the requirement above them must be completed first. Some requirements count double. You will have to wait for the Wiz II lecture in order to implement the AI-related tasks. **You do not need to implement all of these.**

- Allow the player or enemies to launch ranged projectiles that damage their target on contact.
  - Distinguish between impassable tiles that block ranged weapons, and impassable tiles that ranged weapons can still pass through.
  - Instead of tiles always blocking ranged weapons or not, have each tile have a concept of height: ranged weapons are blocked only by tiles that have a height greater than the height of the tile they were fired from.
- Create at least three different enemy units with different abilities and AI.
- Create at least three different loot types with distinct graphics and effects. At least one of these must be placed during map generation and another must be produced while the game is running (e.g., dropped from enemies).
  - Allow the player to upgrade their equipment/attacks/etc using loot as a currency. [x2]
- Have enemy units spawn dynamically.
- Create at least two more tile characteristics besides passability (destructible, movement cost, defensive value, etc...), and make at least three tiles with different variations of these characteristics.
- Add a floating minimap UI element. [x2]
  - Only show terrain on the minimap that was at some point within range of the player-controlled unit.
- Add a staircase or other exit that generates a new map when the player reaches it.
  - Have difficulty increase each time a new map is generated, resetting when the player loses.
- Allow two people to play together cooperatively.
  - Use split screen
  - Adapt the difficulty/loot based on the number of players.
- Allow your engine to support achievements and implement at least one in your game
- Implement situational tiles, which render in different ways depending on their surrounding tiles.
- Any other feature(s) you can think of! Just approve it with a TA!