Each bullet point counts as a game requirement. Dashes count as an additional game requirement, but the requirement above them must be completed first. Some requirements count double. You don’t need to implement all of these. Any AI ones you won’t be able to implement until two weeks from now.

• 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 his 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]
  – If fog of war is enabled, 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

• Any other feature(s) you can think of! Just approve it with a TA!