Shadow goblin

A top down game where you play as a goblin with a torch with the power to corrupt objects with a 'shadow' beam.

'Shadow' torch (ray tracing)

Three shadow monster types:

eye
slime
shade

monster behaviour:
eye - slow patrol, cone aggro - has 'shadow beam' - follows player's torch
slime melee - random walk, attacks when close - moves away from torch
shade - fires burning projectile within medium range - briefly pacifies

shadow monsters made via shadow torch
NPC looks directly into torch = eye monster
torch 'shine' indirectly touches living creature = slime monster
torch 'shine' touches dead creature = shade

monsters can mix once with different types + goblin:
- slime eye (dripping eye)
- slime shade (slime purple fire)
- slime goblin (purple slime goblin)
- eye shade (eye purple fire)
- eye goblin (stomach eye)
- shade goblin (possessed goblin, glazed purple eyes)

all items have a shadow touched variant:
stick - slime goo (dropped by slime)
rock - obsidian (dropped by [corrupted] goblin)
gem - black glass (dropped by eye)
metal - Shadeite (dropped by shade)

normal items that can be combined once:
- stick and rock = mace
- stick and gem = wand
- stick and metal = crossbow
- rock and gem = amulet

- rock and metal = sword
- gem and metal = ring

shadow items that can be combined once:
- slime goo and obsidian = grenade
- slime goo and black glass = explodes
- slime goo and Shadeite = purify powder
- obsidian and black glass = portal
- obsidian and Shadeite = shadow sword
- black glass and Shadeite = shadow torch

purify powder + any 'corrupted' item = 'normal' item

Items with mechanics to implement:
melee:
mace
sword
shadow sword

ranged:
grenade (explosion)
crossbow
wand

special:
portal
golem
shadow torch

passive:
amulet
ring

crafting material:
stick
rock
gem
metal
slime goo
Obsidian
shadite
black glass

Mechanics I need:

top down, twin stick
ray tracing - light system
melee combat
ranged combat
explosion (inertia?)
crafting menu
NPC state machine AI
health
ammo/mana

Minimum viable product:

tile set (Kenny) - COMPLETE
Level 0 environment (random forest) - COMPLETE
set up occlusion - COMPLETE
normal light sauces - COMPLETE
twin stick movement, player goblin character with 'shadow' torch - COMPLETE

spawn random 'crafting materials' items all over the map - COMPLETE
implement inventory - COMPLETE
spawn dumb human NPCs -
torch 'corrupts' objects when hit (minimum items and NPCs) - COMPLETE

Further development:

spawn dumb tier 1 monsters (corrupted from NPCs)
add monster AI
monsters merge when colliding

implement basic attack combat
implement item drops from monsters
implement crafting

level 1 basic human town with 5 buildings ~ 10 NPCs
implement townie AI

Add main menu
Add sound effects
Add music

goal is to corrupt town, create portal, jump in