

# PH To-Do List

- Launch after 3.0 launch tourney, when you're finished updating the list.

READ THIS: If you're reading this you pay attention to me more than anyone else. These are things I'm working on, planning to work on, considering, etc. Thanks for reading. Asking me questions about my to-do list is fine, but please don't argue against these, they're just changes I consider and other necessary evils.

## To Do List:

Key:

Yellow is important

Red is decided against, or changed otherwise to be false

Blue is low priority

Orange is MAYBE

## Robos

### New Classes

- Misty Mirage
  - Unique Code From Xithyl
- Frosty Glider
  - Unique Code From Desiac
- Blitz Stinger
- Terrifying Titan
- Rocket Warrior

### SS

- Rebecca charge nerf

### SJ

- Vulcan charge nerf

## Guns

### New Guns

- Thunderbolt Gun
  - I literally have to do some sort of silliness to do with Left/Right Arc + Hornet.
- Rising Gun
  - High lingering, just above the head groundshot
  - Low lingering, straight shot

- Megaburst Gun
  - HIGH lingering, big stationary projectile
- Scorpion Gun
  - Take the old version of skyfall and attempt BR scorp somehow
- Wave Laser
  - Range between shotgun and splash
- Slicer
  - Needs an actual sourspot
- Stun
  - Redesign/buff

## Bombs

### *New Blast Type Bombs*

- Dual
  - F
  - T
  - P
- L/R Flank
  - R
  - F
  - ✖
- Tomahawk
  - R
  - S
  - Swap S for F
  - H, C, or T
- Submarine
  - R
  - C
  - ✖
- Crescent
  - R
  - F or D
- Burrow
  - R
  - T or K
  - Hold a poll
- Straight

- Nerf
- Gemini
  - R
  - F
  - C, H, or T
  - ~~Removed B~~
  - ~~B~~
- Heavy T
- New Bombs
  - Volcano
  - Destruction
    - A slow bomb that slowly makes a giant line of blasts directly in front of the user (probably Y blasts, like P blast size or so)
    - Semi-high Reload
  - Double Wave
    - Gemini arc (groundshot and airshot)
    - 3 blasts each
    - Reticle 70% between
  - Diver
    - high arc on groundshot and airshot
    - slow bomb
    - Low Reload
- Drake (Nerf)
  - Reload increased by 10 Frames
  - Airshot size reduced
- Heavy (Buff)
  - Give the airshot an arc, identical damage and size to groundshot
- Submarine
  - 10% A/G (Groundshot damage nerf)

## Pods

### *New Blast Type Pods*

- Standard
  - F
  - G
  - H
- Seeker
  - D

- Speed
  - R
  - T or X
  - C
- Cockroach
  - R
- Dolphin
  - F
  - X
- Spider
  - H
  - D
  - F
- Feint
  - R or H
- Satellite
  - G
  - D
- Float
  - R
  - B
- Diving
  - F
  - G
  - B
- Jumping
  - R
  - X
  - T
- Trio
  - R
  - F
  - T
- Beast
  - R
  - H
- Caboose

- R
- Twin Flank
  - R
  - H
  - T
- Throwing
  - R
  - T
  - C or H
- Beast Buff, for now it's kinda buns and I feel bad for everyone playing
  - I do not for the life of me know what to do, and the old TE4 version doesn't feel right.
- Diving Nerf
- New Pods
  - I could try making balanced illegals or some such nonsense.

### Legs

- New Legs
  - TBH, no idea for now.

### Other

- Test all EX parts, new Bombs, new blast types, and new legs.
- Feedback is important.
- Timer increase to 4 minutes, Health increased on both robos default to 1000 health.
- No alternative, if things seem right, it's happening.

### Descriptions, Stat Bars, Stages

- Lucca fixes part stat bars however he wants, I have 0 care about them

### Patch Notes 3.1

- Should be an easier time for Lucca