PH To-Do List

□ Launch after 3.0 launch tourney, *w*hen 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.

<u>To Do List:</u>

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

L 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

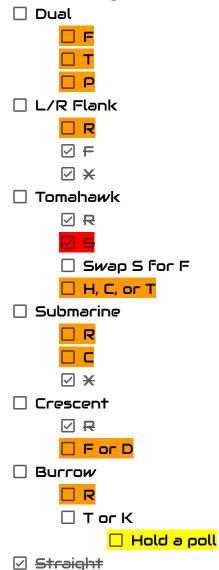
Needs an actual sourspot

🗌 Stun

🗌 Redesign/buff

Bombs

New Blast Type Bombs



🗹 <mark>R</mark> or F	
🗌 Gemini	
🗌 C, H, or <mark>T</mark>	
🗌 Неаиу Т	
🗌 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	
🗌 Seeker	

	Speed 🗹 R
	✓ R T or X
	—
	Cockroach
_	
	-
_	✓ ×
	Spider
	H
	F
	Feint _
	🗌 R or <mark>H</mark>
	Satellite
	G
	D
	Float
	В
	Diving
	🗌 G
	В
	Jumping
	ПТ
	Trio
	⊢
	ПТ
	Beast
	_ н
	Caboose

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 TEH version doesn't feel right.

Version does

🗌 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 O care about them

Patch Notes 3.1

Should be an easier time for Lucca