

Design Document Changes

Secondary Weapons and Power Ups

- The inventory menu has been replaced with a cyclic toggle. The menu was too obstructive to gameplay.
- Holy water does not burn on contact with the floor. Due to the tile edging issue addressed in the testing reports, flame was hovering in air off the edges of certain ledges. The edging issue could not be rectified in time for this milestone, so the burning was removed until the glitch can be repaired.
- The Flagon of Mead (invincibility), the Stopwatch (AI freezes), and the Rosary (all enemies on screen destroyed) were removed. Given the limited length of the levels, these items eliminated virtually all challenge in the game.
- There is only one score-up instead of three, to be consistent with the component interaction matrix.

Tile Engine

- The bitmap background layer was removed from the levels. A bitmap of the size necessary to encompass the levels properly took a prohibitive time to load at game initialization and caused a major system slowdown when scrolling.
- The level format structure was overhauled to allow for unforeseen information that was required to develop certain features.

Enemies

- The enemy types were altered due to graphics content availability.
- The enemy hit points were tweaked to provide better game balance.