Start Room - Item rooms

1. Start rooms
2. Item rooms

More stuff to do with coins and start rooms

1. Add the horse
   (pay to use the horse to go to a random level!)

- starts on Level 2

Pay :

- Poops!
- current level boss
- next level start
- a level further than the next
- going back to the previous level
- random room
- random room next level
- random room of the hole game
- explode and give food

Coin Chests -> put the amount of gold

More stuff to do with coins and start rooms

2. Shops in the start rooms

- having a few amount of chance to have a shop in a start room

3. Gold chest area

- few chances to have a gold chest that require a key OR GOLD

so then people could come back to it or see it as a bonus.

More stuff to do with start rooms

! 4. CHICKENs !

what does it bring to the game ?
- it brings live to the stiff dead start room,
- new gameplay,
- a differentiation to bomberman.

what gameplay could it add ?
- additionnal and optionnal,
- time spending,
- "free" bonuses.

what interaction can we have with them ?
- explode them
- run around after them
- push them to suicide into fire or water ?

What could they do ?
- run away from you,
- eat crops around,
- look around,
- hide in the bush ?
- die.

reproduice in between each start room (til a maximum) if we let them alive ?
- to get the bonuses you have to kill them all once the max is reached.
- different types of prices depending on how many you kill
- it forces the player to resist to kill them, eventhough you desire to explode that chicken, it's more rewarding to wait.

-> problem -> make a run out of 5 runs beter because this particular run was enought "waiting" so the chicken give more rewards.

Chicken movement

The chicken move around by himself in all the room

-> if -2 tiles from the bombslinger, he runs away in the opposite direction.

-> if he runs away and get confronted to a wall, he keeps running in the wall.

Chicken generation.

Actual amount of chicken = R-

```
if (Actual amount of chicken < 2) {
        Actual amount of chicken = 2;
}

if (Actual amount of chicken > 10) {
        Actual amount of chicken = 10;
}
```

More stuff to do with coins and item rooms

1. Shops in the item rooms

   - no monsters, just one or two chest and a slight chance of having a shop ?

2. Clarify

   - to make sure the player just pass through it as quick as possible
   - Smaller rooms
   - no blocked ways to one entrance to an other (no bomb posing require to get to any other rooms).

3. Many Chest ?

   - Slight chance of many gold chest ?
   - Chances of chest (Silver and wood one).
   - Vault room ? (Gold, Chest, upgrades ?) (what is left from the back of the town bank)
   - Mario choice of chest. (3 chest, the 2 other explode choosing).

- pinata chest
- explosive choises chest
- time chest
- auto barrel
- barrel qui explose au bout de X explosions
- Coin Chest