

Characters

Player



- Dr. Janet Fluorence (This is you!)

NPCs

NPCs should be fun characters, each player should be able to come away from playing Cosmic Dentist with their own favorite character. They will present you with challenges (often resulting in receiving a golden tooth.)

- Peppermint

- A talking dog who needs your help and talks to you about tasks in certain missions
- Gromunlon
 - A blob of slime who is grumpy all the time and will give you a golden tooth only if you help him with a task.
- More...

Enemies

Enemies should all have fun designs, and each present a unique challenge. Combinations of enemies in a particular area should present interesting challenges.

Avoid designing enemies with common problems that detract from enjoyment such as “bullet sponges” and “hitscaning” weapons.

- Chattering Teeth
- Rotten tooth
- Gumdrop drone
- Aliens
- More???

Bosses



- The Halitosis King
 - He wears a crown (tooth pun) he is huge and has bad breath.
 - Wear him down with your skills that you've learned up to this point in the game. Finish him off by brushing his teeth! (quick time event???)

Revision #1

Created 2025-12-28 12:24:33 PST by xury

Updated 2025-12-28 12:28:00 PST by xury