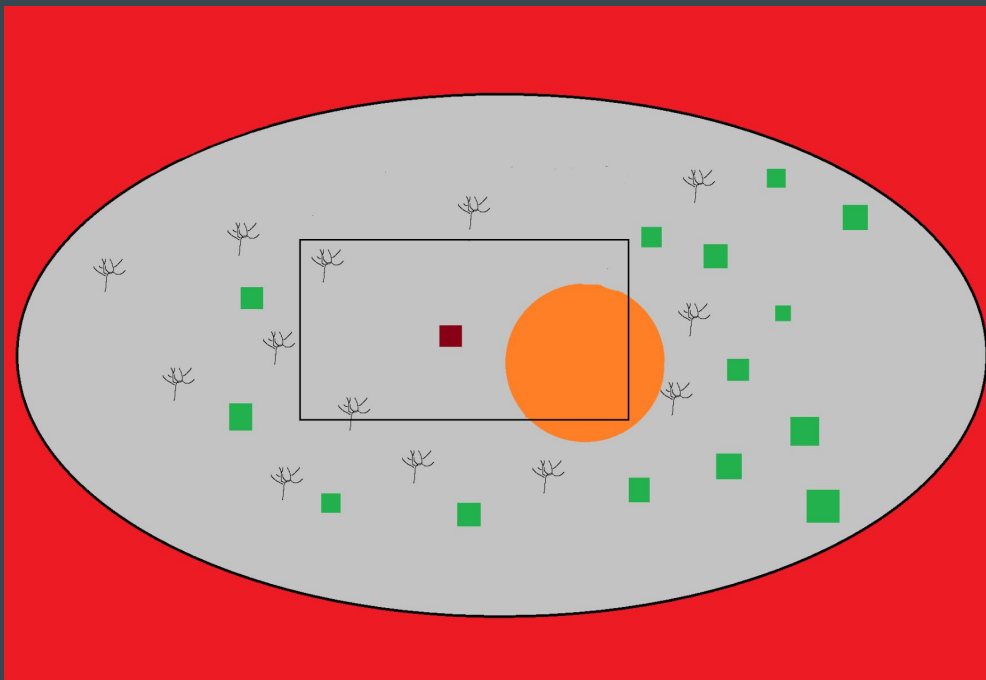# Pixhell

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What is Pixhell?

- **Overview:** Pixhell is a bullet-hell rogue-lite where players will fight through the nine circles of Hell, based on Dante's Inferno
- **Gameplay:** A fast paced top-down 2D game with increasing difficulty as the levels progress
    - Unlock new permanent weapons and abilities as the game progresses
    - Each arena provides temporary upgrades
- **Goal:** Beat each of the nine levels containing enemies, mini bosses, and a final boss
    - The final level is purely a final boss
- **Variety:** Three unique characters, and customizable loadouts with different weapons and abilities

Mockups

Example Arena Mockup
(Circle of Hell)

Example Lobby Mockup
(Heaven)
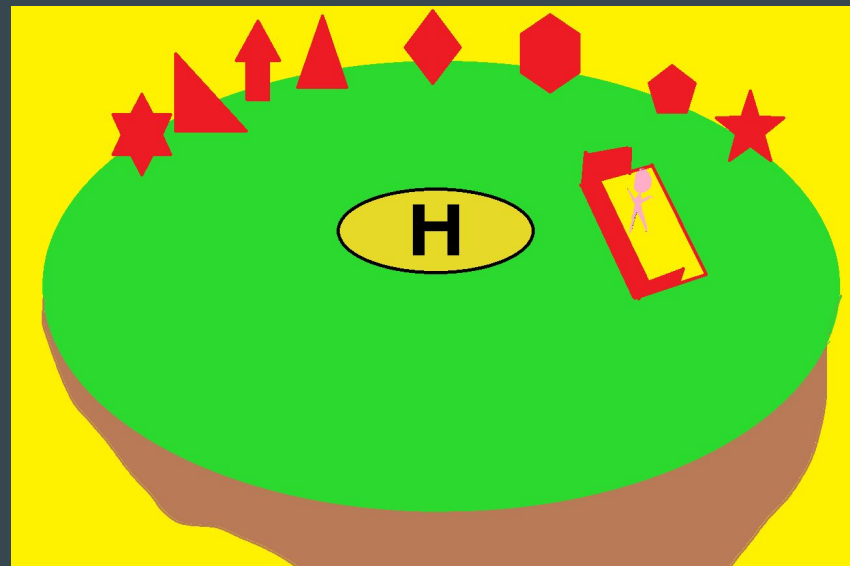
Why Pixhell?

- **Challenge:** The game will be difficult for players giving a sense of reward when completing an arena
- **Style:** Combines art and game design into one project
- **Replayability:** Each run will be unique and present its own challenges for lots of playtime
- **Meta-Progression:** Each run makes you stronger, giving a sense of completion and strength
- **Theme:** Dante's Inferno creates an interesting atmosphere around the game
- **Fun**: Of course, the game should be fun to play, our focus on fun will be providing meaningful character scaling