

Project description - Group 20

Description of project

We will make a 2D bullet hell game. In our bullet hell game you control a ship on the screen and your goal is to destroy the enemy ships with your guns. The enemies do also have guns, so you will have to evade being hit by their bullets. On destruction the enemies have a chance to drop their weapon, which the player can pick up with her ship. The player's ship has slots for 10 additional weapons. The game will feature a couple of different game modes.

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The reason for choosing this license:

We will gladly let people take the code and do what they want with it, but we also want to see what they are doing with the code.

List of features

We believe that we will have time to implement the following features:

- Two game modes, endless mode and Story mode.
- Enemies
- Bosses
- Item gathering system
- Bombs
- Controllable ship
- Gyro controls option
- Weapons of different behaviour
- High Score system
- Achievements
- Options (audio and graphic controls)

List of project roles

- Johan Grönvall: Product owner and developer
- Björn Persson Mattsson: Scrum master and developer
- Daniel Jonsson: Developer
- Viktor Anderling: Developer