Bullet hell diary

First ideas

Started with simple platformer, playing around with construct

Idea for platformer, sword shield fighting

After brainstorming chose bullet hell inspired by undertale

Began with creating stage and player

At first all controlled through system commands

Spawned bullets in circle around field

Bug with bullets spawning in the cage

Solved due to the co-ordinates using different angles

Changed code to spawn bullets from top with random x value

Created phase 2 with bullets at sides and from top

Added bullet at bottom

Added bullets spawning in circle around box

Added main event sheet

Added placeholder boss bar at top of phase 1

Edited spawning code to use image points

Added gun to phase 2

Gradual tweaking and minor bug fixes to get functional

Spawn bullets from image point

Added background music

Transitioned from timer variable to compare time commands

Added intro screen

Added phase 3 using guns that bounce off the boundaries

Slight adjustments

Made player global

Bugs related to health bar

Changed how health bar width is controlled to allow for easier edits to player health

Added transition screen

Adjusting timings to fit with music

Switches back to using timer variable to make cheat codes work with music

Removed progress bar from phase 1

Worked on intro screen

Reduced randomization for phase 1 bullets

Created menu, text not showing over buttons

Changed initial music start to start of intro layout

Fixed menu bug, changed buttons to sprites

Started minigame 3

Guns extend towards player

Guns are not extending for some reason after adding loop indexes

Changed minigame to shooting fast moving bullets

Issues with guns not shooting due to loops

Changed to increase opacity every frame

Adjusted difficulty

Added transition timing

Created minigame 4

Gun bouncing up and down firing towards centre in rows

Using in build bounce off solids not working as intended

Manually switching direction of guns

Added gun at top to increase difficulty

Added heal to transitions to chaotic to make the game easier

Added cheat codes for new minigames

Added second transition to chaotic