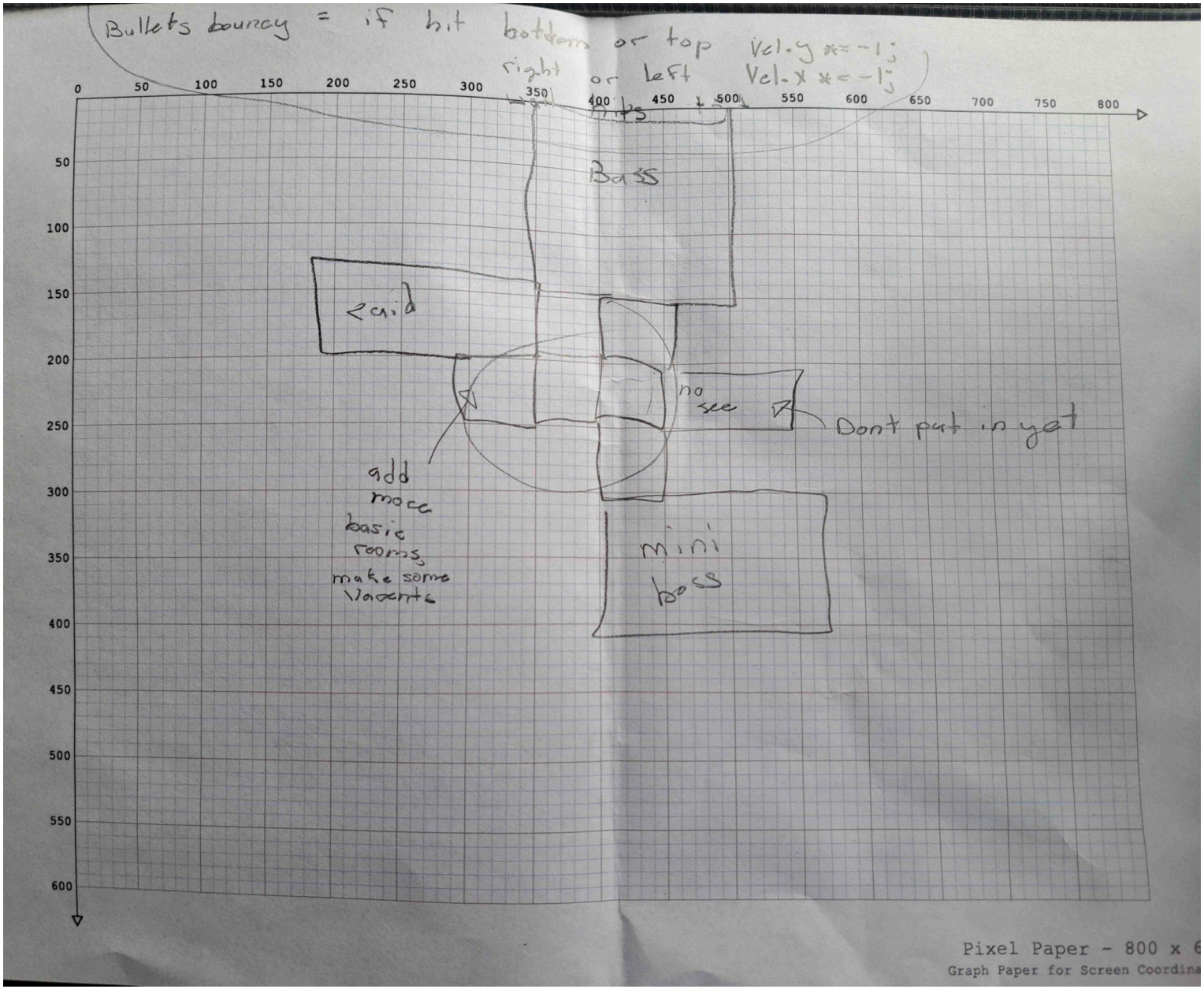
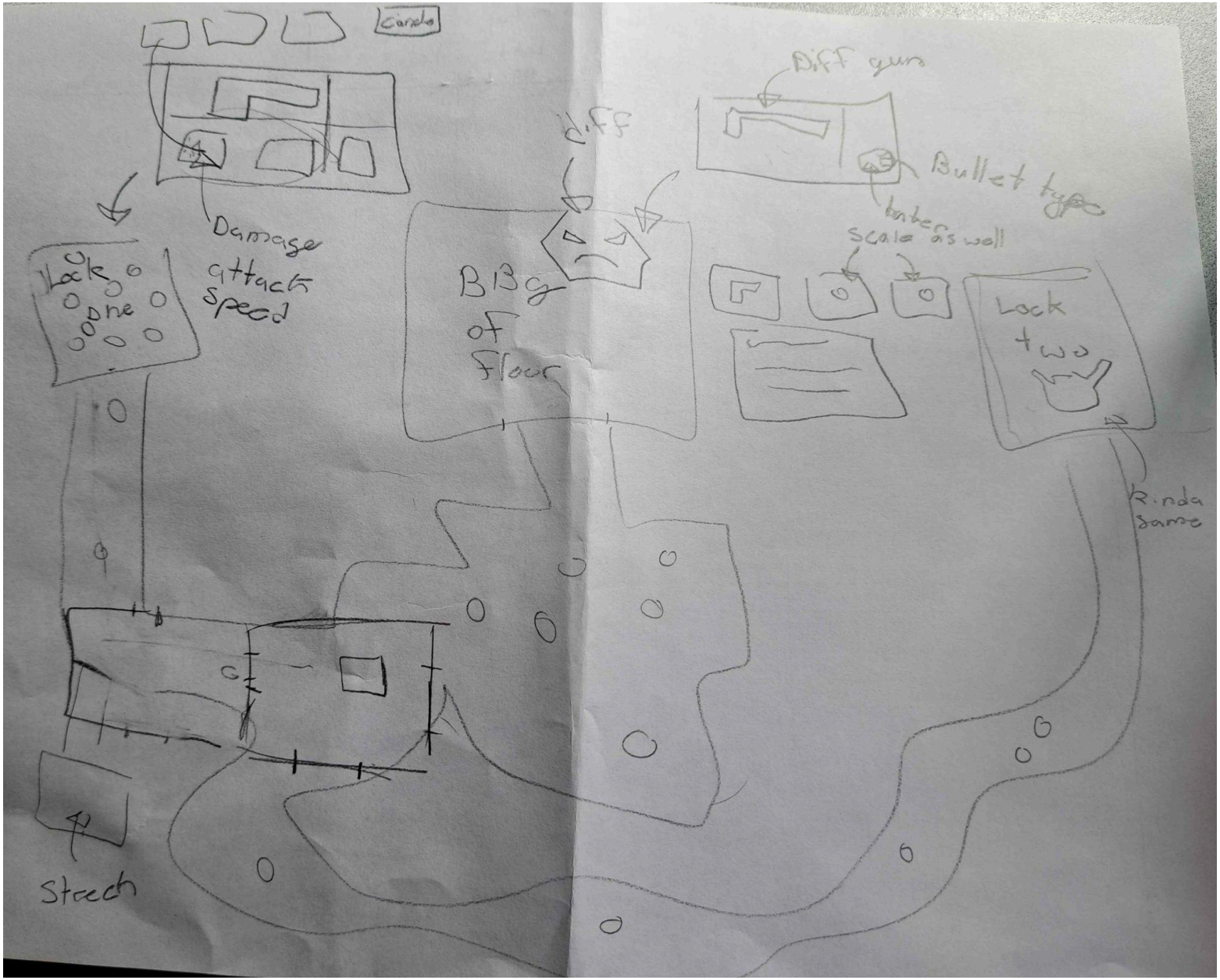
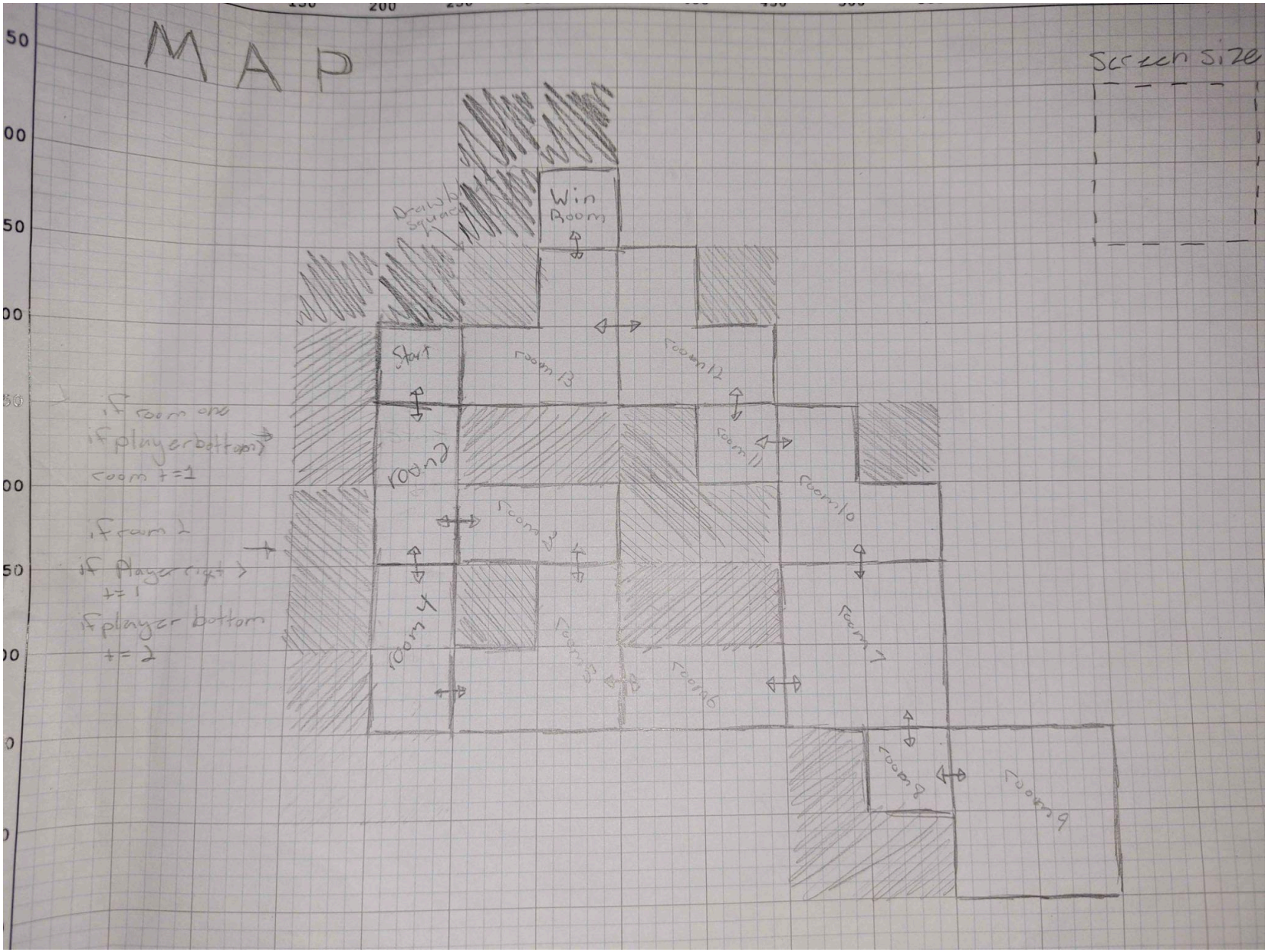

Bullets bouncy = if hit bottom or top Vel.y *= -1;
right or left Vel.x *= -1;
Bass
<aid
no see
Dont put in yet
add more basic rooms, make some vacants
mini boss
Pixel Paper - 800 x 6
Graph Paper for Screen Coordina


Circle
Damage
attack
speed
Lock
one
BBg
of
floor
diff
Diff gun
Bullet type
border as well
scale as well
Lock
two
Rinda
same
Stretch


MAP
Screen size
Win Room
Start
room 1
room 2
room 3
room 4
room 5
room 6
room 7
room 8
room 9
room 10
room 11
room 12
if room one
if player bottom
room += 1
if room 2
if player right
+= 1
if player bottom
+= 2