

Unnamed Bullet Hell Game

Overview:

Sky, a paranormal detective, hears rumors about a strange castle that has appeared. She decides to investigate, defeating anyone who may try to stop her from doing so... or, generally speaking, just about anyone who annoys her.

Playable character: Sky Bezarr

Gameplay:

The player will have free control over Sky's movement; however, the area in which she can navigate will be constrained by boundaries.

Enemies killed will drop either score drops or power drops; score drops increase score by 100, while power drops add either 1 or 10 to Sky's power depending on whether they are small or large. More power means more bullets to fire. Sky may have a maximum power of 400, giving her four streams of bullets when she shoots.

Additionally, enemies may drop either extra lives or bombs, which are one-time use screen-clearing attacks that deal high damage to bosses and kill most enemies instantly. Additionally, bombs also make Sky invulnerable to enemy bullets for a short amount of time.

All drops, whether they be score, power, or pickups, will fall towards the bottom of the screen, picking up speed as they go. Box2D will be used to manage these.

Controls:

Arrow keys: Movement

Shift key: Focused movement (slow movement for precise dodging)

Z: Fire (hold down to continuously shoot)

X: Bomb (use a bomb)

Misc. Details:

Each level will have a background that gradually scrolls downward. Boss battles will have a unique background.

Player score and highest score will be tracked. A high score list will be kept, while the top score will be displayed alongside the score in the level UI.