

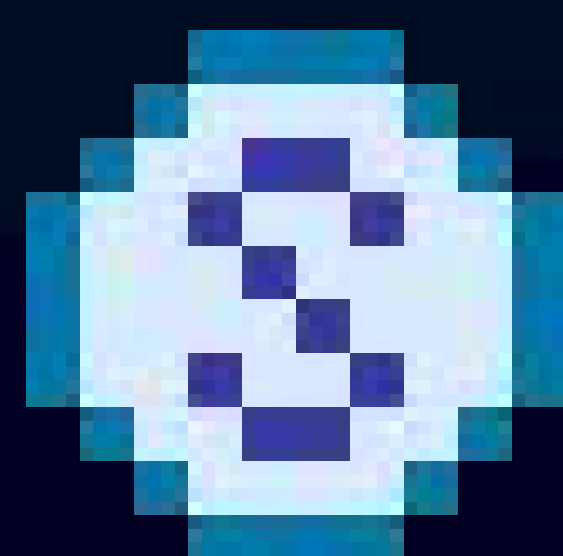
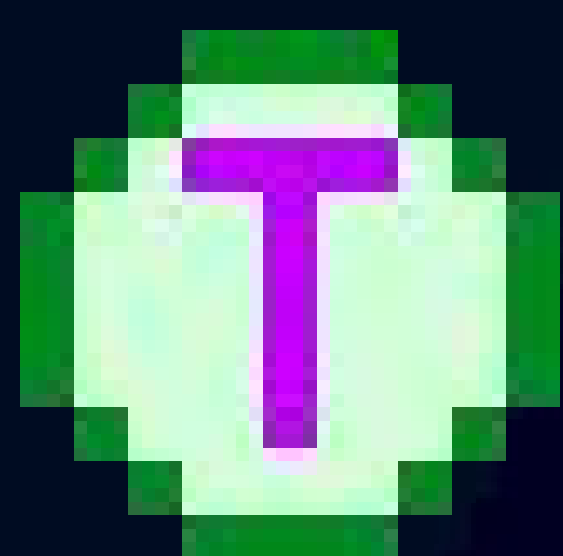
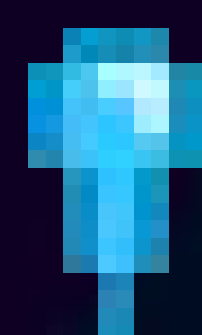
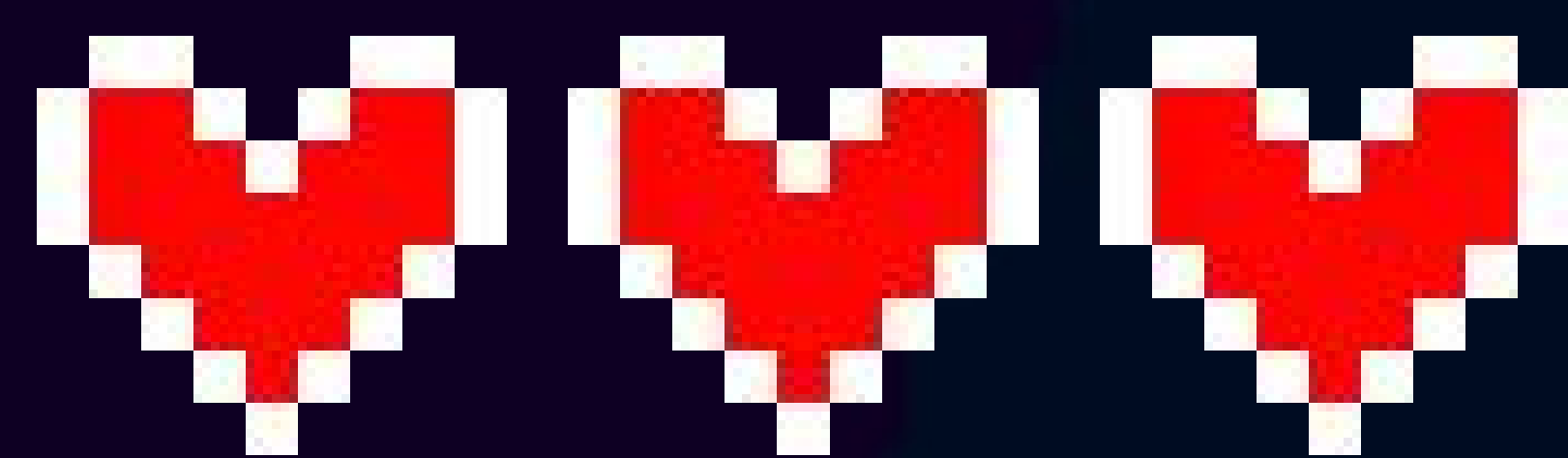


Bullet Hell



How to Play

- Use WASD keys to move
- Press Spacebar to shoot
- Hit an enemy with a bullet to destroy them
- Start with three lives
- Get hit by an enemy bullet and lose one life while gaining temporary invincibility
- Run out of lives and it's **GAME OVER**
- Type in a name to register your score in the Leaderboard



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Today's video games are very different from 70's classics such as *Pac-Man*, *Pong*, and *Space Invaders*. While they may look better and include many more features, they typically require expensive consoles and extensive gaming knowledge. Our Bullet Hell Game, *Catabullet*, is a throwback to the games of old, with retro graphics and 8 bit music. It is a fast paced arcade game in which players must shoot down enemies while dodging their bullets.

Catabullet is Fun for Everyone



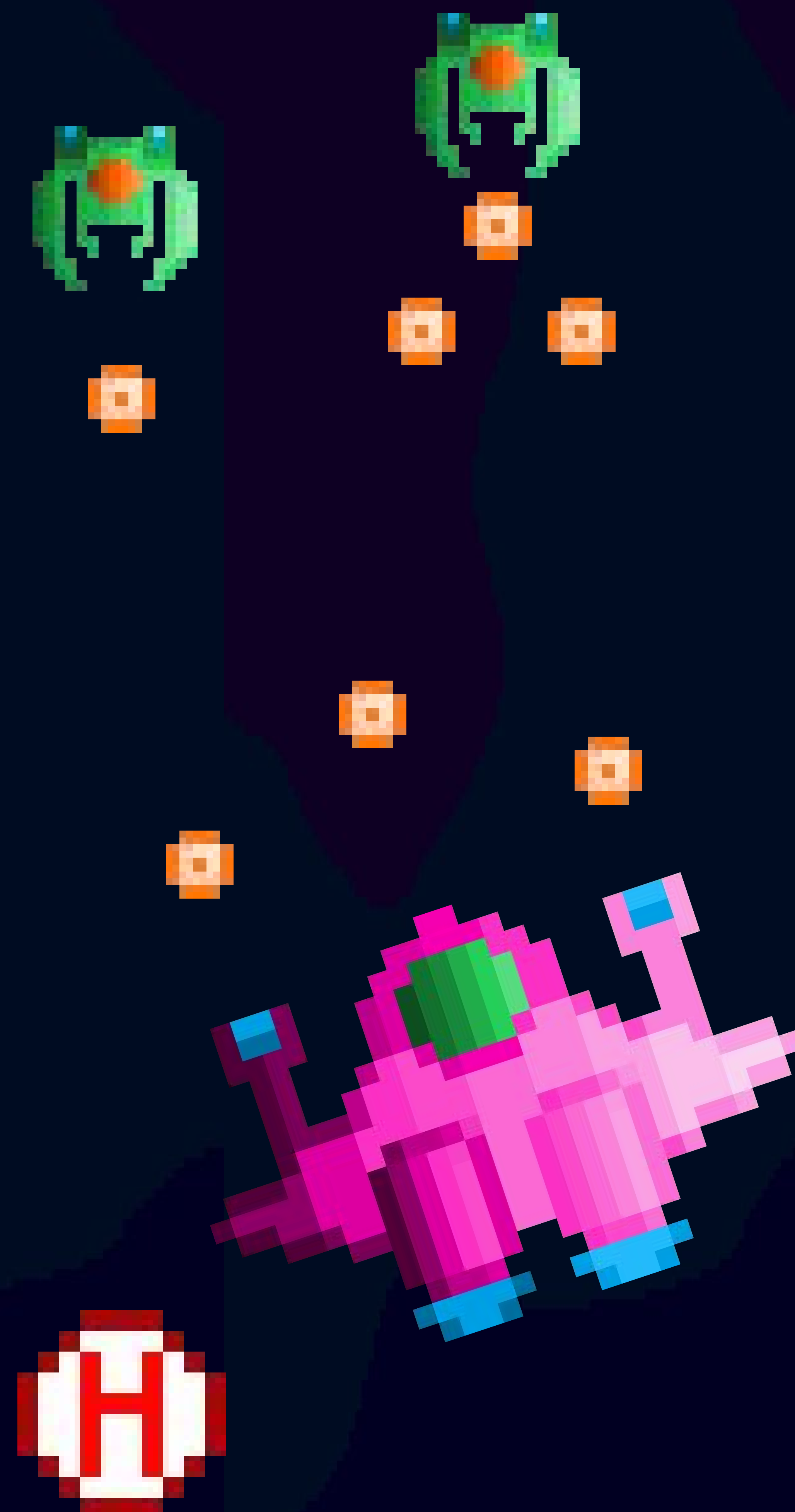
Gameplay Screenshot

Process

- Implemented using Python, Pygame, and Visual Studio Code
- Learned Python for one week, then designed and programmed the game for two weeks
- Used user stories, basic outlines, and story maps
- Assigned roles based upon perceived strengths
- Collaborated using Github, email, and face to face interaction
- Used an iterative development plan

Scoring System

- Kill an enemy to gain 50 points
- Your score multiplier increases with every enemy killed
- When you get hit, your multiplier resets to X1
- A boss is worth 10 enemies



COMPETITION!

- Compete with other Catapulters, Counselors, and Faculty
- In each difficulty level, the person who scores the highest gets a special prize!