Project Title: Bullet Hell

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Everyday more games are made with the intention of entertaining those who play them. Bullet Hell, a sub-genre of video game, is a game where the player must dodge projectiles thrown at them by various enemies and ultimately beat the final boss to complete the game. Due to their difficulty and simplicity they have recently become extremely popular.

A program was planned, written, and tested in order to construct a Bullet Hell game from scratch with the question “How can one efficiently create a Bullet Hell game” in mind. The games difficulty, system compatibility, and overall playability were tailored to the intended audience. The program was coded in such a way that users could interact with the game elements via their computer. The mouse and keyboard allow the user to interact with the menu and playable character through which they could interact with the in-game enemies and boss characters.