Project Title: Bullet Hell

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Every day more games are made with the intention of entertaining those who play them. Bullet Hell is a video-game subgenre 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. This game has high entertainment value due to its relative novelty and well-crafted space themed graphics. Not only can games such as this relieve stress but pass as a wonderful time-killer. The motivation behind this project was to create a well-designed game with entertainment value while gaining programming experience.

A program was planned, written, and tested in order to construct a Bullet Hell game using the Python programming language. Users can click the start button in the menu to initiate gameplay. Using the keyboard, the user controls the movement of their playable character. An enemy will spawn every half second at the top of the screen. By pressing the spacebar, the ship then fires bullets that destroy enemies upon collision. If the character is hit by an enemy bullet they lose one of three lives and temporarily gain invincibility so they can recover. The game finishes when the user defeats the boss, a final enemy character.