Danmaku Dream

Change log

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| V1.0 | First build |
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About

Software Requirements

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| --- | --- | --- | --- | --- |
| Software | Version | License | Used By | Used For |
| Unity | 2021.3.13f1 | Free | Programmers,  Designers, artists | Development of game |

Libraries

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| --- | --- | --- |
| System.Collections | Free | For C# programming |
| UnityEngine | Free | For game build |

Overview

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| --- | --- |
| Genre | Bullet hell |
| Perspective | 2d top-down |
| Platform | Windows (PC) |
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Danmaku Dream is a bullet hell game based off the Touhou universe. It will be formatted like a boss rush, with a character coming onto screen onto the screen, do their spell (bullet pattern) for a set amount of time, and then leaving. The player’s goal is to make sure to not get hit while achieving the highest score.

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| Feature list |
| mouse movement |
| “Grazing” |
| Score |
| Focus |
| Player getting hit |
| Player losing life |
| High score |
| “Spell” timer |
| Bullet paths |
| Bullet spawn |
| hitboxes |
| Game over |
| Pause menu |
| 1up |
| “spell” capture bonus |

Game Flow and Structure

Game modes and handling

Normal mode

* This is the only mode available; it will consist of the boss rush.
* The objective is to make your way through each enemies’ spell cards and survive all the way to the end. However, a smaller objective is to get the highest score possible.

Gameplay loops

Core gameplay loop

A picture containing letter

Description automatically generated

This is the general core loop of the game

Gameplay Systems

Controls/ Input

The pc controls will only be using the mouse. Moving the mouse is how the player character moves. There’s also the focus mode that is just holding down left click. Esc key for the pause menu.

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| Mouse movement | This is simple movement that is used through the mouse and is used to get around the screen. |
| Focus | Upon holding down left click, the player will slow down, enabling them to do more precise movements. |
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Game Mechanics