

Design Statement - Lightning: South Project

Note: The game is currently in hardcore mode.

Trivia: The name "South Project" is in honor of the famous game "Touhou Project", in which "Touhou" means "east" in Japanese. Since my college is in the south of China, and we are planning to design a hardcore shooting game as well, we gave it this name.

Instructions

WASD / Arrow Keys: Move

Space bar: clear all missiles from enemies. Cost: 45% max mana.

F: Consume 30% max mana to cast a fireball, which can:

- enhance **player's basic bullets** when they fly through it
- absorb **enemies' basic bullets** when they fly into it

Left Click: Cost 1 SP point. Create a block at the clicked point, which redirects any type of missiles both from player and enemies. The block fades away in a few seconds.

- You can create no more than $(3 \times X)$ blocks at stage X, even if your $SP > 0$.

Player

HP: maximum HP is 100.

Mana: maximum mana is 100%. Mana will regenerate slowly.

SP: 0 at the beginning.

Items

Items drop when particular enemy is eliminated.

Heart: HP full restore. Dropped when a meteorite or a boss is defeated. **While in hardcore mode**, a heart means nothing and doesn't provide an extra life.

Ammo Upgrade: Dropped when an elite enemy fighter is eliminated.

SP+1: Gain 1 SP point. Dropped when an elite enemy tank is eliminated.

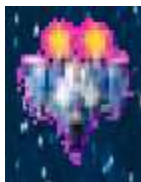
Mana Restore: Mana full restore. Dropped when the tiny fast aircrafts are eliminated.

Enemies/Objects

Player will also get damaged when collided with the following enemies/objects.



: Common slider: Shoot missiles vertically down.



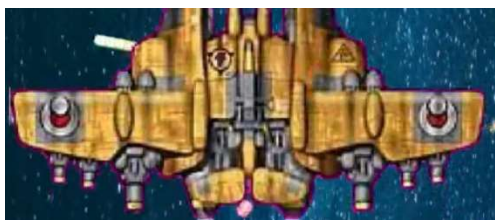
: Tiny Fast Slider: Missiles aimed at the player's current location before shot out. Fast. Drop "Mana Full Restore" when defeated.



: Elite fighter: Shoot different missiles periodically. Doesn't move. Drop "Ammo Upgrade".



: Elite tank: Shoot different missiles periodically, including laser. Doesn't move. Drop "SP+1".



boss at odd number stage.



Boss at even number stage.



: A meteorite: Drop hearts (HP full restore). Doesn't attack.

Missiles



Player's basic bullets Can be upgraded to double-gun, and then triple-gun.



Player's ultimate bullets. Upgraded from triple-gun. Further upgrade increases its damage and enables it to bounce between objects.



Blocks to redirect bullets.



Enemies' basic bullets. Some are aimed at the player, others are simpler, going straight down.



Advanced bullets from elite enemies.



Laser from bosses.

HUD

Top Left: Total Score, Score (at current stage),

Bottom Left: (Current) Level.

Bottom Right: HP (the red bar), Mana (the blue bar), SP

Stages

Whenever the score at current level reaches 800, boss will show up.

Defeat the boss will lead to the next level, in which enemies emerge more frequently, deal more damage.

Player's shooting speed will also be increased at higher levels.

Miscellaneous

Background: a long rectangular picture of galaxy.

The picture keeps rolling down to make something like the fighter is “flying forward”.

Rolling speed: in positive proportional relationship with “Current Level Score”

When in normal mode (not hardcore mode): Player’s ammo upgrades will reset to level 0 once it gets damaged by a laser or collided with an enemy/object.

BGM: Fall Out Boy - The Phoenix.