**Ideas**

* Pirate themed
* shmup/bullet hell segments
* Player character will be a pirate ship
* Platformer segments
* Involved pirate ships and kraken for BH segs
* Also involve pirate and trap filled dungeon for BH segs
* Traps may include boulders, spike traps or other pirates manning cannons
* End of every bullet hell segment will feature an island that signals the end of that level
* Each island will be one of the platformer dungeon levels
* Each dungeon level will not be too long, at least not as long as the bullet hell segments
* Each dungeon will have a treasure of sorts at the end that once collected ends the level and moves the player on to the next bullet hell level
* Game progression will be bullet hell and platformer levels back to back with a steady increase in difficulty

**Assets**

* <https://opengameart.org/content/pirate-pack-190>
* <https://opengameart.org/content/sailors-pirates>
* <https://opengameart.org/content/black-sail-ship-bleeds-game-art>
* <https://opengameart.org/content/gold-treasure-icons-16x16>
* <https://opengameart.org/content/blackmoor-tides-epic-pirate-battle-theme>
* <https://opengameart.org/content/sea-and-underwater-assets>
* <https://opengameart.org/content/miscellaneous-octopi>
* <https://opengameart.org/content/basic-boulder>
* <https://opengameart.org/content/db32-cave-tileset>
* <https://opengameart.org/content/spikes-32x32>
* <https://opengameart.org/content/opp2017-jungle-and-temple-set>
* <https://opengameart.org/content/basic-cannon-hd>
* <https://opengameart.org/content/cannonball>
* <https://opengameart.org/content/sky-backdrop>
* https://freesound.org/people/deleted\_user\_7146007/sounds/383660/
* <https://freesound.org/people/Kastenfrosch/sounds/162455/>
* <https://freesound.org/people/jeckkech/sounds/391660/>
* <https://freesound.org/people/Hawkeye_Sprout/sounds/469155/>