Washington State University Everett

Vision Document
"Mask Up" Bullet Hell Game

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Introduction

Mask Up is a bullet hell desktop application game currently in development. This document outlines the vision for the game. The game is inspired by the detrimental year of 2020, which felt like a bullet hell game itself.

Player

The player will have 1 health point, with 5 lives. The player will have different ammunition types for each respective normal enemies, mid boss and final boss. They will need to switch between these during stages where multiple enemy types appear, because a normal enemy bullet won't work against a mid boss, etc. The player can move around the whole game screen, with all 8 directions of movement available. A slow mode is also available, where all game objects slow down and the player can dodge more accurately.

Enemies

Enemy One: Murder Hornets
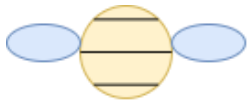
Health: 1 health point

Enemy Two: Bats

Health: 1 health point

Mid Boss: Karen

Health: 10 health points

Final Boss: COVID

Health: 20 health points

Bullet Types

User Bullets

Bullet for Grunts (Murder Hornet and Bats): Bullet

Damage: 1 damage point

Bullet for Mid Boss: Mask
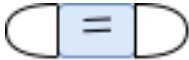
Damage: 1 damage point

Bullet for Mega Boss: COVID Vaccine

Damage: 1 damage point

Enemy Bullets

Bullet for Bats: Covid Virus

Damage: 1 damage point

Bullet for Karen: Green Cough Cloud

Damage: 1 damage point

Bullet for Murder Hornet: Stingers

Damage: 1 damage point

Bullet for Covid: Baby Covid

Damage: 1 damage point

Bullet Patterns

Enemy bullet patterns will take in a number of bullets parameter, increasing as the waves increase.
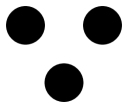
Pattern 1: Linear pattern

Linear pattern will be a single bullet(s) moving linearly towards the player.

Pattern 2: Triangle pattern

Similar to the linear pattern, triangle pattern will be a set of bullets in a triangular formation moving linearly towards the player

Pattern 3: Circular pattern

Circular pattern will be a set of bullets radiating from the enemy in all directions.
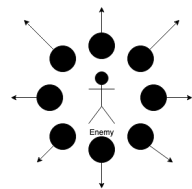
Pattern 4: Fan pattern

Fan pattern will be a set of bullets radiating from the lower half of the enemy towards the player.

Pattern 5: Snake pattern

Snake pattern will be a set of bullets shooting towards the player in a snake pattern.

Game Progression

Enemies will be spawning in waves and leave at the end of their wave period. Enemies do not stay after their wave. Each wave lasts 5 seconds.

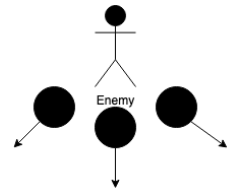Throughout the game, stimulus packages will spawn and the player can grab it to gain more lives.

Stage 1: Bats and Murder Hornets - 30 seconds

Wave 1

5 Bees spawn in from top right and make a line and then leave on the left

Wave 2

5 Bees spawn in from top left and make a line and then leave on the right
One bat comes in and shoots pattern one w/ 3 bullets and then leave on the left

Wave 3

5 Bees spawn in from top right and make a line and then leave on the left
5 Bees spawn in from top left and make a line and then leave on the right
One bat comes in and shoots pattern two w/ 3 bullets and then leave on the right

Wave 4

5 Bees spawn in from top right and make a line and then leave on the left
Two bat comes in and shoots pattern one w/ 3 bullets each and then leave on the left

Wave 5

5 Bees spawn in from top left and make a line and then leave on the right
5 Bees spawn in from top right and make a line and then leave on the left
Two bats come in and shoots pattern one and w/ 3 bullets then leave on the left

Wave 6:

5 Bees spawn in from top right and make a line and then shoot and then leave on the left
5 Bees spawn in from top left and make a line and then shoot and then leave on the right
All 10 bees shoot pattern 1 with 2 bullets

Stage 2: Mid Boss - 20 seconds

All grunts leave screen
Mid Boss appears

Wave 1

Karen arrives on top-center of screen, shooting pattern 3 w/ 10 bullets

Wave 2

Shoots pattern 3 w/ 10 bullets, and pattern 5 w/ 10 bullets

Wave 3

Shoots pattern 3 w/ 10 bullets, and pattern 5 w/ 10 bullets

Wave 4

Karen will go to the left and shoot 3 bursts of pattern 3 w/ 10 bullets, then go to the right and shoot another 3 bursts of pattern 3 w/ 10 bullets.

Throughout stage 2, the Karen mid boss will move randomly around the screen

Stage 3: More Enemies A and B - 30 seconds

Wave 1

10 Bees spawn in from top right and make a line and then leave on the left
All bees shoot pattern 1 with 1 bullet
One bat comes in and shoots pattern one w/ 3 bullets and then leave on the left

Wave 2

10 Bees spawn in from top left and make a line and then leave on the right
10 Bees spawn in from top right and make a line and then leave on the right
All bees shoot pattern 1 with 2 bullets
Two bats comes in and shoot pattern one w/ 3 bullets and then leave on the left

Wave 3

10 Bees spawn in from top right and make a line and then leave on the left
10 Bees spawn in from top left and make a line and then leave on the right
All bees shoot pattern 1 with 2 bullets
two bats come in and shoot pattern two w/ 3 bullets and then leave on the right

Wave 4

10 Bees spawn in from top right and make a line and then leave on the left
10 Bees spawn in from top left and make a line and then leave on the right
All bees shoot pattern 2 with 3 bullets
Two bats come in and shoot pattern 4 w/ 6 bullets and then leave on the right

Wave 5

10 Bees spawn in from top left and make a line and then leave on the right
10 Bees spawn in from top right and make a line and then leave on the left
Bees sequentially shoot pattern 2 w/ 6 bullets
Two bat comes in and shoot pattern 4 and w/ 6 bullets then leave on the left

Wave 6

5 Bees spawn in from top right and make a line and then shoot and then leave on the left
5 Bees spawn in from top left and make a line and then shoot and then leave on the right
All 10 bees shoot pattern 4 with 6 bullets
1 Bat comes in and shoots pattern 3 with 10 bullets

Stage 4: Final Boss - 1 minute

Stage 4 has 2 attack waves, each 30 seconds. Since both enemies A and B as well as the COVID final boss attack in stage 4, the user will have to switch between the different ammo types to be able to shoot different enemies.

Attack Wave 1

All of stage 1 waves occur, along with COVID Final Boss
Final Boss attacks: every 5 seconds, double burst of pattern 3 w/ 20 bullets (1 second in between each shot of burst)
two second after double burst, shoot pattern 5 with 20 bullets

Attack Wave 2

All of stage 1 waves occur, along with COVID Final Boss
Final Boss attacks: every second, each pattern 1 - 5 is shot with 6 bullets

Throughout the waves, covid final boss is randomly moving around the screen.