

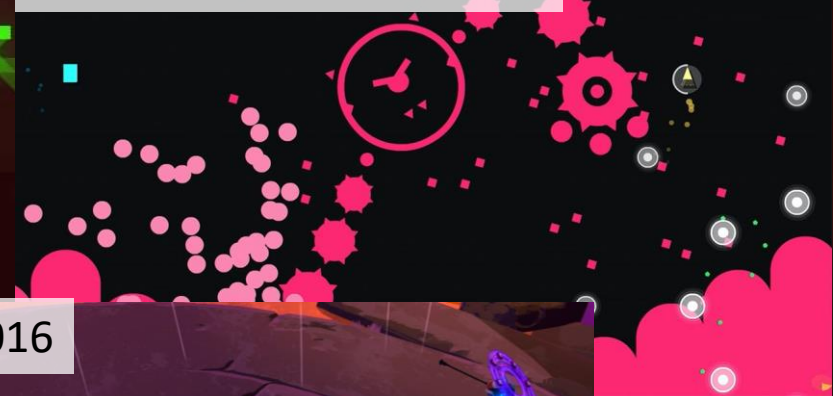
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GGames

Parrying Bullets

- Concept: A Bullet hell where you don't shoot.
- Genre: Bullet Hell
- Statement X: A Journey to discover that weakness can become one's most powerful weapon.
- Description: Defeat bosses by parrying their own projectiles to acquire new upgrades and abilities.
- Key Features:
 - Interesting: bullet hell without the ability to shoot are rare.
 - Storytelling component: the main character undergoes a complete story arc.
 - Simple graphics: allow for an easier development while letting the player imagine the world.
- Audience: Hardcore gamers that love to invest in a game system to discover all the game mechanics.
- Competitive analysis: No similar game is known to the general public. Furi has a similar mechanics but it's not the game core. Sekiro is based on parries but it's not a bullet hell.
- The Ask: Learning resources to craft my game.
- The Return: A nominee in the credits and my eternal gratitude.

Just Shapes & Beats, 2018



Furi, 2016



Undertale, 2015

