

# A Bullet Hell Game V2

Saeed Khan

816035385

## Description

The highly anticipated sequel to “A Bullet Hell Game V1”. The gameplay loop is similar to the first game (endless highscore game) however more features have been added.

- Addition of sprites, animations, effects
- Smoother player movement
- The combat is now wave-based so you must defeat all the enemies on screen in order to spawn another set.
- Enemies now shoot back
- New enemy type, the kamikaze who rushes towards you
- Health Pack item drops if you kill all enemies of a wave (must shoot down all enemies, player collisions do not count).
  - This pickup restores 2 health to the player or if their health is full, grants the player 5 points.

## How To Play

- MOVEMENT -> arrow keys or wasd
  - Can move in all directions, wrapping around the sides but not the top and bottom
- SHOOTING -> Spacebar
  - Can only shoot one bullet at a time
- GAME OVER -> Lose 5 lives or enemy reaches the bottom
  - Lose a life when you are hit
  - If an enemy reaches the bottom, all lives are lost and the game ends

## Scoring

- One kill -> One point
- Collecting Health Pack at full health -> 5 points

## Requirements Met

Requirements	Extent Fulfilled	Comment
<b>Graphics Files and Double Buffering for Background and Entities</b>	Fulfilled	Uses double-buffered png and gifs for all assets used in-game
<b>Graphics Files for On-Screen Information</b>	Fulfilled	Set of png files used to show the remaining health dynamically during gameplay
<b>Special Effects</b>	Semi-Fulfilled	There is one special effect that is present. This is the disintegrate effect, that is used when an entity is destroyed. When destroyed, the graphic disintegrates.
<b>Animations</b>	Fulfilled	There are 2 animations present in the game, these are an explosion animation when either an enemy or the player collided with and are destroyed. The other is a selector that hovers over the health pickup, for added visibility
<b>Sound Clips</b>	Fulfilled	Many sound clips have been used such as background music, shoot, enemy-hit, player-hit, pickup, kamikaze presence, final death sound
<b>More Advanced Gameplay</b>	Fulfilled	The gameplay is more advanced than A1 as it requires more skill from the player to dodge being shot by the enemies and getting rundown by the kamikaze enemy. Wave based combat allow for health drops that can be collected for either health

		or extra points for a bigger high score
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## Video Showcase

[https://drive.google.com/file/d/1Jnv4Nm8AVS88w1VXxMCC1ct3ouQmlc\\_V/view?usp=sharing](https://drive.google.com/file/d/1Jnv4Nm8AVS88w1VXxMCC1ct3ouQmlc_V/view?usp=sharing)

(Video is giving problem at the time of writing this, I am not sure why. You may have to download the video to view it)

## Sources

Pixel Planes Asset Pack - <https://clavs.itch.io/pixel-planes-assets-pack>

Grassy Knoll Background - <https://www.pinterest.com/pin/45739752450935970/>

16-bit sound effects - <https://jdwasabi.itch.io/8-bit-16-bit-sound-effects-pack>

Basic Pixel Health and Scroll bar - <https://bdragon1727.itch.io/basic-pixel-health-bar-and-scroll-bar>

Raiden X Boss Theme: Metal Storm -

<https://www.youtube.com/watch?v=IMGnCuOV1Qw&list=PLBanwzAcffdoXkJE83DCJXORsuDeLvPhg&index=2>