Requirements

# Premise

Control a character by moving between nodes on the screen. The nodes are evenly spaced, in a grid. For each direction (up, down, left and right), the character shoots a projectile. The projectile to shoot is customisable by the player.

Waves of enemies appear, much like in geometry wars. The player must avoid the enemies, and shoot them down. When all the waves of enemies are defeated, a boss enemy appears, do be defeated.

When the boss enemy appears, the view expands, showing more nodes to move between. The boss is enormous, so more room for manoeuvre is required.

There are two game modes – story and endless.

Story mode has levels, each ending with a unique boss. The player can customise which weapons to equip from their selection at break points.

Endless mode sees the player surviving for as long as possible. At the end of a ‘round’ (5 or so waves), a random weapon is given to the player, which can be equipped or discarded quickly (no menu).

# Guns

## Spray

Standard weapon, equipped on all four directions at beginning. Range is about four nodes (a fifth or so of the screen). Blue colour. Not perfectly accurate, and speed might not be constant.

## Rockets

Homing rockets. Not very strong, otherwise they’d be OP. Rocket shaped, red and hollow.

## Laser

Big red laser, fires straight in one direction. Quite strong, but hard to use do to its quick burst and slow recharge.

## Gatling

Very rapid and inaccurate. Weak, but has loads of ammo. Yellow, circular, like spray.

## Bomb

Very powerful, large explosion radius when it detonates. Shoot a projectile about 2 nodes away from player, which detonates after 3 or so seconds. Grey and red flashing, more rapid closer to detonation.

# Enemies

Might just be enough to have each wave have 3 or so types of enemies of different speeds and that. Colour determines their behaviour, size determines speed & health.

Some enemies go straight for you, while other follow the nodes towards you. Others wander somewhat aimlessly, dropping mines.

There are sub-enemies that can be grouped together; enemies who always need to be updated, every frame, and enemies that only set in motion every 5 seconds or whatever. You could just redefine movement for each class, seeing as they’re all going to be different, or perhaps try subclassing- maybe it’s too much effort to worry about, let’s just forget about it for now.

# Bosses

# UI

## Main menu

The main menu allows the player to choose game mode, setup his character, and setup game settings. [See the menu doc.](Menu.docx)