60 Second Pitch

Bullet Hell — Name Not Final

Justin Belair-Payne & Raymond Micheau

This game is a top-down bullet hell style game in the vain of Ikaruga, Geometry Wars, Raiden, etc. There will be multiple levels, starting off simply and growing to become more complex as the player completes each level. With boss levels that use advanced AI to try and defeat the player and require advanced skills to beat. Adding in obstacles and enemies as the player gets further and further in. The player will be able to choose and outfit their ship with multiple abilities, allowing them to play it with their own styles. Be it with missiles, lasers, or bullets. Multiplayer will be included as Co-op/Competitive modes. Where the players will either work to complete each level in succession or play in an endless mode. Or work towards each other to fight to the death in an arena style combat mode.