Specifications

A Space Invaders like mixed with the Rogue like “the Binding of Isaac”.

Goal: Kill the final boss (always the same, big Alien).

There’s intermediary bosses to kill before the last one. Between the bosses, you have to clean little trash mobs. These are randomly choose.

The trash mobs don’t fall to the bottom of the screen, you have to clean the actual ‘map’ to go to the next one.

You can get items to improve your spaceship by killing intermediary bosses and collect items.

# The spaceship

* Default one: he can shoot projectiles in straight line. He can only go on the right and the left to dodge enemy’s projectiles. He has 3 hearts which can be split into half heart when the spaceship is hit by little enemies.

# The Trash Mobs

* Default one: classic little alien, which have the same size of the spaceship. He’s shooting projectiles in straight line from the top to the bottom of the screen and moving from left to right. A projectile from this mob take a half heart to the spaceship.

# Intermediary Bosses

* Classic one: an alien bigger than the others shooting multiple projectiles in the same time, having much more life than the trash. His projectiles take off one heart to the spaceship.

# Final Boss

* Dunno yet.

# Items

Items can be collected by killing intermediary bosses and improve. They can make his Health Up (+1 Heart), improve his fire rate, his projectiles damages, speed of the spaceship. These are the basics, but the god items can change the weapon of spaceship (laser, double shot, quadruple shot), make him more little, make him able to move in the entire map instead of getting stick in the bottom etc.