Centipede

Centipede is an arcade video game released in 1981. The game features an area with a lot of empty space and some boxes. The player is at the bottom of the scrceen and can move in all directions with some limitations: they can only move up and down by a little. However, they can move freely left and right. The player can also shoot projectiles towards the top of the screen.

Regularly, **Centipedes** appear at the top of the screen. They move from left to right or right to left and go down when they encounter a box or the border of the screen. If one of them touches the player, they lose.

A **Centipede** has a head, a tail and a body between the two.

When a shot from the player hits a Centipede, the part that was hit turns into a box and the body is split in half, becoming two smaller Centipedes. The Centipede spawned from the tail part encounters the newly formed box and heads back the way it came from, after having moved down.

Boxes can be destroyed by several shots from the player.

There can only be one shot one the screen at any given time.

Core rules

- The game area is split in two: a walkable area and a non-walkable area. The walkable area is at the bottom of the screen. It fills the entire width of the screen but only 20% of its height.
- Centipedes come from the top of the screen. They move from side to side and encountering an obstacle or screen border makes them move down a line. A centipede is a snake composed of several parts.
- The player can shoot. When a shot hits a centipede, it is split in half. The part that was hit turns into an obstacle, the head part keeps moving on and the tail part collides with the obstacle, moving down a line and turning back.
- If a centipede touches the player, they lose the game.
- If a centipede touches the bottom of the screen, the player loses score.
- The player wins if they survive 20 centipedes. The map is then reset and the game starts over.
- A Centipede map contains randomly generated obstacles.
- An obstacle can be destroyed by shooting it 5 times.
- There can only be one shot on the screen at any given time.

Bonus ideas

- A new centipede can appear while one is already on screen.
- Several types of centipede, with varying length, speed and movement patterns.
- The player controls two characters instead of one.