SPACE FOR THIS DESIGN DOC

Procedural bullet hell rogue-like

SCENE 1: Bullet Hell

Procedural Enemy Spawning - Swarm Controller

* Enemies spawn continuously in random collections and patterns according to a difficulty curve
* Levels are determined by enemy spawn difficulty, not length – it’s possible to breeze through a level or take longer. Average level time is 7 minutes.
* Every enemy swarm has a difficulty rating affected by its armaments and quantity of ships
* Possible to spawn swarms in preset chunks – a group of pre-made swarms with designed aspects. Example: A larger ship surrounded by a group of smaller ones.

Enemy Types

Standard Fighter – basic fodder with an easily avoidable gun. Only dangerous in large numbers.

Frigate – three piece ship with several possible configurations

Command ship – six piece ship with many configurations

Todo

* Create multi-piece ship
* Create Swarm Group prefab – multi-piece ship surrounded with fighters
* Add difficulty rating to swarms
* Add difficulty detection to swarm controller. Allow difficulty to increase linearly over time and spawn more swarms accordingly.
* Create “damage mask” to overlay when a ship has taken fire

SCENE 2: Platformer

Main character, Oracle, and several rooms

Rooms change appearance based on bools after multiple playthroughs

Rooms include: Oracle room, Observatory, Ship Hanger, and Data room. All proceed in a straight line.

Oracle Room – where the player interacts with Oracle

Observatory – where the player activates the playthrough map

Ship Hanger – Where the player selects and outfits ships

Data Room – Where the player reads computer entries