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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Bullet Hell (first person perspective) |
| WHAT MECHANIC ARE YOU CHANGING? | Dodgeing will be changed |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The bullets knock eachother back |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Releif when a room is cleared  Intrige when a new weapon in avalible  Schadenfreude when barely surviving |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Making sure that hit boxes for both the player and the bullets feels both accurate and forgiving |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? |  |
| PLAYER FEEDBACK (1) | How the interactions between bullets would result in memorable moments |