Game Design 3
Heavenly Bullet; Hellish Life

Game Overview

Title: Heavenly Bullet; Hellish Life
Platform: Console
Genre: Bullet hell
Rating: Probably PEGI-12 because of the mild violence
Target: Casual gamers of every age
Hand-in Date: 31/05/2021

Heavenly Bullet; Hellish Life is a third person bullet hell game, but instead of the standard 2D plane, the player will have access to the wondrous world of 3D space. This means that not only will they be able to dodge bullets on the ground, but also in the air.
The goal of the game is to aid 1 of 2 sides: the heavenly realm or the hell world. This aid comes in the form of shooting either demons or angels with your special ethereal gun.
In the beginning, a mere human is obviously not that great of a match for these mythical monsters, so you'll have to collect some extra powers. These powers are based on the 4 primal elements: 'Earth, Air, Fire and Water', and give you powers like maneuverability, protection, speed and stability.

High Concept

Stranded in purgatory, not sure what is going on and scared. That's you. Now, you need to decide your own future; do you choose to take entry into heaven or take the plunge into hell? Become stronger than angels and demons alike.

Unique Selling Points

- Contrasting Perspectives
- Replayability
- Variety of in-game things

Platform Minimum Requirements

- Controller input

Synopsis

After dying you find yourself stuck in between a rock and a hard place, in between angels and demons. Now, you have a big choice to make: 'who do I help?' Either the monstrous creatures striking fear in all men or the demons, who do the same?
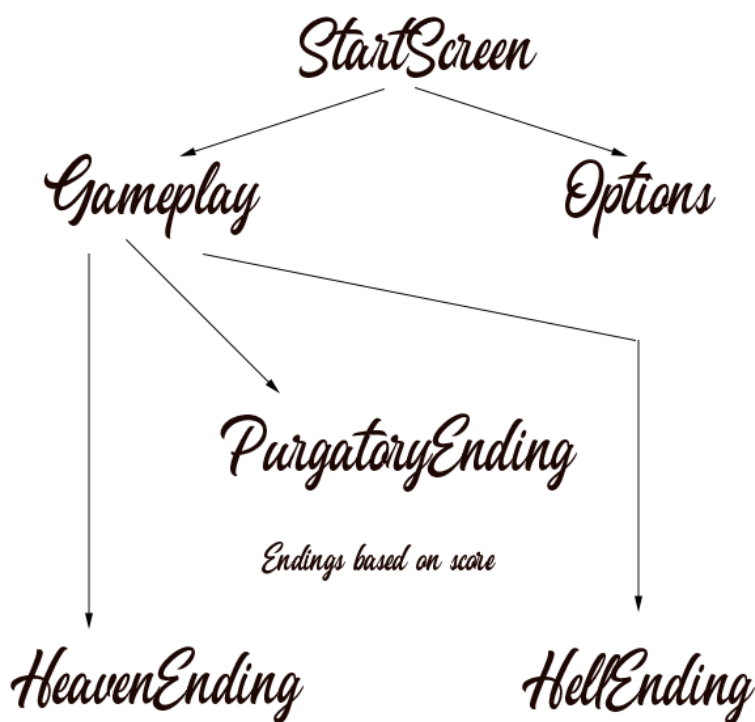
Game Objectives

The objective of this game is to score points for one of the 2 sides by shooting enemies from the opposing side. After getting to a certain threshold, you will succeed in going to the right afterlife for you, instead of eternally dwelling in this space of nothingness and constant battle.

Game Rules

The game will take place in a closed space, with an endless stream of enemies. The player is supposed to dodge the incoming bullets and melee attacks from the enemies while at the same time trying to shoot them. Every enemy they kill awards them points which will be used to decide the outcome of the game.

Game Structure

StartScreen

Gameplay   *Options*

PurgatoryEnding

Endings based on score

HeavenEnding   *HellEnding*

Repeat

Gameplay

Game Controls

Left Stick: Moving the player around
A: Jump
B: Power Up
RT: Shoot

Game Camera

The camera will just follow the player from behind and above. This will give the player the classic bullet hell feeling, while also providing a different perspective.

HUD

The HUD will display the score of the player. This way, they can see how they're doing and what type of enemy should be prioritized.

Player

Player Character

The player character will be a normal human being who has just died and got sent to the wrong purgatory. There, they have to make a choice, do they prefer heavenly beings or hellformed monstrosities.
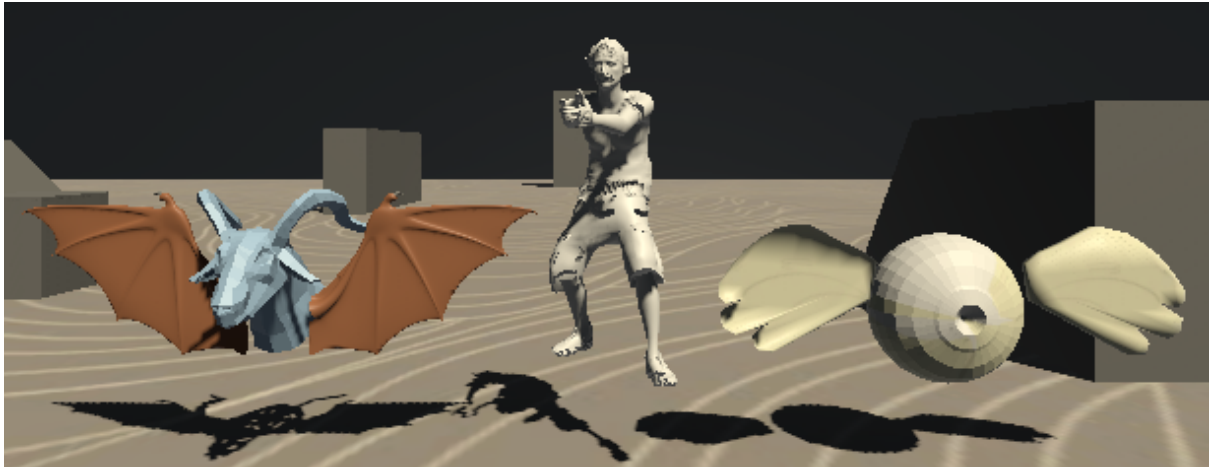
Player Metrics

```
public int HP = 50;
public float _moveSpeed = 10f;
private float _jumpSpeed = 500f;
```

Player Weapons

The player has a gun which shoots in all 8 cardinal directions. With the collection of powerups, they can change the color of 1 stream per powerup. If a bullet has the same color as an enemy, it does double damage.

Character Line-up

NPC Enemies

The enemies can spawn from certain locations (heaven/hell portals) and will start floating towards the player immediately. Enemies come in 4 different colors and 2 different models, which are the same as the colors of the power-ups: 'Brown, white, red and blue'. Some of the enemies fly higher than others and some have the ability to shoot. Some of them have even grown to be a stronger version of themselves and will have significantly more health points.

Art

Bland, uninteresting and a little bit unsettling. This is to reflect how the character feels and how I would imagine purgatory to look if it existed.

Minimum Viable Product

- Built for Console
- One player
- 2 endings; 1 per side

Wishlist

- More power-ups
- Fighting between the 2 sides
- Better art
- Better feeling movement