# Twin stick shooter

**2D twin stick bullet hell retro shooter**

* GOAL:
  + Last as long as possible
  + Highest Score possible
* FEATURES
  + Possibly lives
  + Move with wasd shoot with arrow keys
  + If an enemy touches player 🡪 game over/-1 life
  + If lives, every *x* amount of points = +1 life.
* GRAPHICS
  + If time for graphics, birds eye view, in space (no need to worry about gravity)
* Moving player
  + WASD
* Shooting
  + Arrow keys
* Moving enemies
  + Move towards player, once collide, they are destroyed and player is down a life or game over
  + Possibly multiple types of enemies  
    (sort these out by having different skill levels in mind, eg hp dmg speed + special move)
    - One shot to kill
    - Multiple shots to kill
    - Erratic movement
    - Teleporting every few seconds
* Time Counter and Score counter
  + Somewhere on screen a timer to show player how long they have been playing/been alive
  + Somewhere on screen a score to show how many points, useful if they have lives
* (HIGHSCORE TABLE?)
  + Top 10 scores for the game
    - Show time and score + Name?
    - BOB – 00:01:58 540