Game Brainstorm session

Theme? Victorian England (low capacity + reload speed guns – Dark Souls style punishment/limits)

Genre? Souls-like, top-down bullet hell shooter

Core Loop? Parry enemy’s projectiles with your own bullets > deflects back to them > either kills them or disables shield for a melee attack

Difficulties? Leaving enough time for it to be possible to parry an enemy bullet

Interesting/Unique? Combining parrying from Dark Souls with top-down bullet-hell shooters hasn’t really been done before