Vertical auto runner or shooter in which the player does not have full control of where they go, but enemies keep running towards the player. The player must avoid the obstacles to continue. Thinking of a flash game called battalion commando for inspiration, but there are many games akin to this idea.

Minimum:

The player will be able to move left and right across the screen.

Enemies will be moving from the top of the screen to the bottom.

There will be at least two enemy types that vary in speed or direction of movement.

Game speeds up longer you play, scored based on total playtime.

Randomized spawn locations of the enemies.

Extra:

Non ascii graphics.

Player can move Up and down across the screen.

The player can shoot down the enemies coming across the screen.

Boss enemy.

Varied looking backgrounds.