Game Design Document

Touhou Sunset Kaleidoscope

**東方－夕暮れの万華鏡**

Touhou - Yūgure no mangekyō

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# Unique Game Mechanics Concepting

## Shadow Mechanic:

The player gets a score & damage boost whilst sitting in the “lit up” areas of the game screen. The light can be arranged in the following two formations:

### Follow Formation

The light follows enemy bullets of a certain type that light up an area around them.

### Pillar Formation

The light falls down the screen in lanes, forcing the player to favour certain positions rather than chasing bullets.

## Bombing Mechanic:

Standard Touhou Bomb except it leaves a ball of light at the location it was triggered that’ll slowly fade over the next 30 seconds or so.

Bombing consumes 1 Player Power upon being used.

## Dash Mechanic:

The player gets to instead of bombing to escape use a dash, which reduces their power score but in return allows them to move a certain distance away in whichever direction is the player's momentum. Giving them a few seconds to move through bullets and be immune from them.

## Faith Mechanic:

Ever decreasing score, 0 score = game over ;

Going over a certain threshold of faith grants the player a light orb which makes the player deal extra damage.

## Graze:

Extra score & faith for dodging bullets by close margins.

# Items:

## 1UP:

Gives the player an extra life.

## Score & Great Score:

Gives player score.

## Faith Points:

Increases player faith.

## Power & Great Power:

Increases player power, giving them extra damage & extra bomb per 1 level up to a maximum of 5 levels.