

Washington State University Everett

# Vision Document

*“Mask Up” Bullet Hell Game*

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CPTS 487 Software Design & Architecture

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21 February 2021

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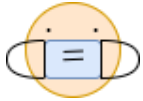
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## Introduction

*Mask Up* is a bullet hell desktop application game currently in development. This document outlines the vision for the game. The game is inspired by the detrimental year of 2020, which felt like a bullet hell game itself.

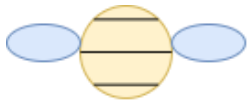
## Player



The player will have 1 health point, with 5 lives. The player will have different ammunition types for each respective normal enemies, mid boss and final boss. They will need to switch between these during stages where multiple enemy types appear, because a normal enemy bullet won't work against a mid boss, etc. The player can move around the whole game screen, with all 8 directions of movement available. A slow mode is also available, where all game objects slow down and the player can dodge more accurately.

## Enemies

### Enemy One: Murder Hornets



Health: 1 health point

### Enemy Two: Bats



Health: 1 health point

### Mid Boss: Karen



Health: 10 health points

### Final Boss: COVID



Health: 20 health points



## Bullet Types

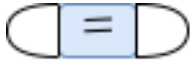
### User Bullets

Bullet for Grunts (Murder Hornet and Bats): Bullet



Damage: 1 damage point

Bullet for Mid Boss: Mask



Damage: 1 damage point

Bullet for Mega Boss: COVID Vaccine



Damage: 1 damage point

### Enemy Bullets

Bullet for Bats: Covid Virus



Damage: 1 damage point

Bullet for Karen: Green Cough Cloud



Damage: 1 damage point

Bullet for Murder Hornet: Stingers



Damage: 1 damage point

Bullet for Covid: Baby Covid



Damage: 1 damage point

## Bullet Patterns

Enemy bullet patterns will take in a number of bullets parameter, increasing as the waves increase.

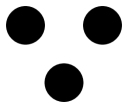
### Pattern 1: Linear pattern

Linear pattern will be a single bullet(s) moving linearly towards the player.



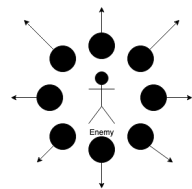
### Pattern 2: Triangle pattern

Similar to the linear pattern, triangle pattern will be a set of bullets in a triangular formation moving linearly towards the player.



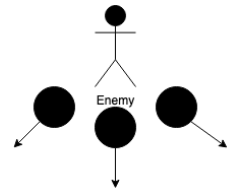
### Pattern 3: Circular pattern

Circular pattern will be a set of bullets radiating from the enemy in all directions.



### Pattern 4: Fan pattern

Fan pattern will be a set of bullets radiating from the lower half of the enemy towards the player.



### Pattern 5: Snake pattern

Snake pattern will be a set of bullets shooting towards the player in a snake pattern.



## Game Progression

Enemies will be spawning in waves and leave at the end of their wave period. Enemies do not stay after their wave. Each wave lasts 5 seconds.

Throughout the game, stimulus packages will spawn and the player can grab it to gain more lives.

### Stage 1: Bats and Murder Hornets - 30 seconds

#### Wave 1

5 Bees spawn in from top right and make a line and then leave on the left

#### Wave 2

5 Bees spawn in from top left and make a line and then leave on the right

One bat comes in and shoots pattern one w/ 3 bullets and then leave on the left

#### Wave 3

5 Bees spawn in from top right and make a line and then leave on the left

5 Bees spawn in from top left and make a line and then leave on the right

One bat comes in and shoots pattern two w/ 3 bullets and then leave on the right

#### Wave 4

5 Bees spawn in from top right and make a line and then leave on the left

Two bat comes in and shoots pattern one w/ 3 bullets each and then leave on the left

#### Wave 5

5 Bees spawn in from top left and make a line and then leave on the right

5 Bees spawn in from top right and make a line and then leave on the left

Two bats come in and shoots pattern one and w/ 3 bullets then leave on the left

#### Wave 6:

5 Bees spawn in from top right and make a line and then shoot and then leave on the left

5 Bees spawn in from top left and make a line and then shoot and then leave on the right

All 10 bees shoot pattern 1 with 2 bullets

### Stage 2: Mid Boss - 20 seconds

All grunts leave screen

Mid Boss appears

#### Wave 1

Karen arrives on top-center of screen, shooting pattern 3 w/ 10 bullets

#### Wave 2

Shoots pattern 3 w/ 10 bullets, and pattern 5 w/ 10 bullets

#### Wave 3

Shoots pattern 3 w/ 10 bullets, and pattern 5 w/ 10 bullets



**Wave 4**

Karen will go to the left and shoot 3 bursts of pattern 3 w/ 10 bullets, then go to the right and shoot another 3 bursts of pattern 3 w/ 10 bullets.

Throughout stage 2, the Karen mid boss will move randomly around the screen

**Stage 3: More Enemies A and B - 30 seconds****Wave 1**

10 Bees spawn in from top right and make a line and then leave on the left

All bees shoot pattern 1 with 1 bullet

One bat comes in and shoots pattern one w/ 3 bullets and then leave on the left

**Wave 2**

10 Bees spawn in from top left and make a line and then leave on the right

10 Bees spawn in from top right and make a line and then leave on the right

All bees shoot pattern 1 with 2 bullets

Two bats comes in and shoot pattern one w/ 3 bullets and then leave on the left

**Wave 3**

10 Bees spawn in from top right and make a line and then leave on the left

10 Bees spawn in from top left and make a line and then leave on the right

All bees shoot pattern 1 with 2 bullets

two bats come in and shoot pattern two w/ 3 bullets and then leave on the right

**Wave 4**

10 Bees spawn in from top right and make a line and then leave on the left

10 Bees spawn in from top left and make a line and then leave on the right

All bees shoot pattern 2 with 3 bullets

Two bats come in and shoot pattern 4 w/ 6 bullets and then leave on the right

**Wave 5**

10 Bees spawn in from top left and make a line and then leave on the right

10 Bees spawn in from top right and make a line and then leave on the left

Bees sequentially shoot pattern 2 w/ 6 bullets

Two bat comes in and shoot pattern 4 and w/ 6 bullets then leave on the left

**Wave 6**

5 Bees spawn in from top right and make a line and then shoot and then leave on the left

5 Bees spawn in from top left and make a line and then shoot and then leave on the right

All 10 bees shoot pattern 4 with 6 bullets

1 Bat comes in and shoots pattern 3 with 10 bullets

## **Stage 4: Final Boss - 1 minute**

Stage 4 has 2 attack waves, each 30 seconds. Since both enemies A and B as well as the COVID final boss attack in stage 4, the user will have to switch between the different ammo types to be able to shoot different enemies.

### **Attack Wave 1**

All of stage 1 waves occur, along with COVID Final Boss

Final Boss attacks: every 5 seconds, double burst of pattern 3 w/ 20 bullets (1 second in between each shot of burst)

two second after double burst, shoot pattern 5 with 20 bullets

### **Attack Wave 2**

All of stage 1 waves occur, along with COVID Final Boss

Final Boss attacks: every second, each pattern 1 - 5 is shot with 6 bullets

Throughout the waves, covid final boss is randomly moving around the screen.