

Bigger Fish to Die  
*A relaxing bullet hell set in a koi pond*

Jenna Kohls

### Gameplay Overview

**Description:** A big fish is threatening the peace of your local koi pond. It has a number attacks which it cycles through randomly. Avoid the attacks and shoot the enemy fish until its health runs out. The player's bullets are destroyed upon collision with enemy bullets, so you must attack in between the enemy's attacks.

The enemy fish shoots something at you, henceforth referred to as bullets, but I don't intend for the fish to actually have a gun. I think it will shoot lilypads? Or maybe other smaller fish.

**Win condition:** You shoot the enemy fish until it runs out of health

**Lose condition:** You are hit by the enemy fish's bullet and your health runs out

### Controls

**Arrow Keys:** move the player in four directions

**A:** shoot at the enemy

**Start:** start/pause the game

### Audio:

- Game music: something upbeat but still calming. chillhop-like
- Pause/Menu music: chill music, slower tempo than in-game
- sound for when the player fires
- sound for when the player is hit
- sound for when the enemy is hit

### Gameplay Details:

Bullets are spawned from a pool and deactivate upon hitting the edges of the screen/bounding box.

I have made a list of possible attacks, but I'm not sure which ones would be too hard to make. I'd like to make as many as possible, obviously, but would also want to focus on the more technically interesting ones. Some feedback on which of these are good and feasible ideas, or how many attacks would be a good idea, would be great.

- Attack 1: A spray-like attack, where bullets are sequentially fired in a circle from the enemy in the center of the screen
  - the bullets all track the player and as long as they are a certain distance away, move towards the player. At a certain distance, they continue moving in a straight line so that they can be dodged.
  - I'm not sure if this would work better with distance or if it could simply be a timer, that after a certain amount of time chasing you, they lock onto a path
  - if you can direct these bullets in the direction of the enemy, they will harm the enemy too



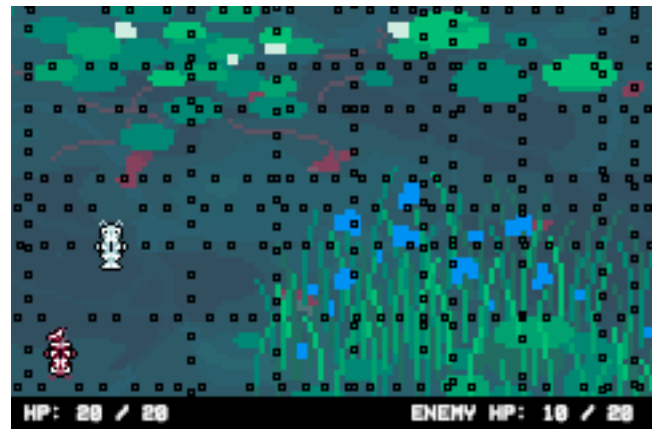
Attack 1



*Attack 2*

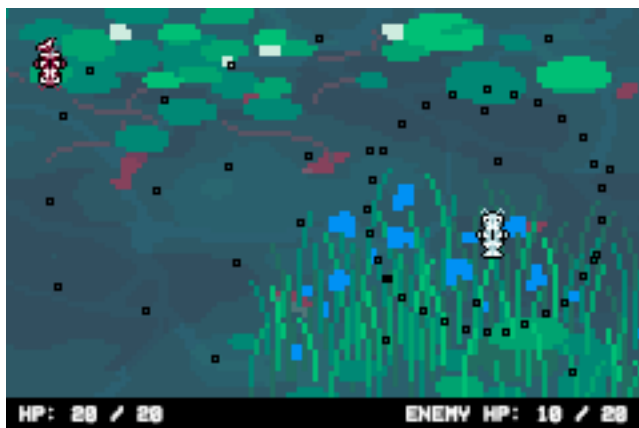
- Attack 2: Bullets form a circle around the circle and then sequentially attack the player
- the bullets track the player in the same way as attack 1

- Attack 3: A grid pattern of horizontal and vertical lines of bullets that just move from one side of the screen to another
  - so the image shows mid-attack, all bullets would start from the edges
  - these bullets don't track the player



*Attack 3*

- Attacks 4/5: Attack 3 but only the horizontal or vertical lines
- Attack 6: a lazer (not sure what the fish justification for this would be) that swings around in a circle



*Attack 8*

- Attack 7: just a bunch of random bullets appearing (outside a radius of the player) and moving in a single direction
- Attack 8: Attack 7 but with the addition of a ring of bullets that force the player to move around within it
- "Attack" 9: one of the earlier attacks but with interspersed bullets that actually give you health

Sprites:

- the player fish will be animated based on which direction it is moving on the screen
  - there will also be an animation for when the player is hit (like a flicker)
- the enemy fish will have an animation for moving, when it is hit and when it is dead

Misc:

- there would not be any limit to the player's bullets
- player and enemy HP are shown at the bottom UI.
  - enemy HP would be a progress bar instead of a number

Cheat: the player becomes invincible from enemy projectiles. They would still have to shoot to win, but could not lose.