**Competitive Analysis**

The game that I am trying to make would fall under a genre of shooting games known as “bullet hell” or “manic” shooters. These games are defined by an overwhelming amount of bullets/projectiles that the player must dodge in order to progress in the game, and they are a derivative of top-down shooters.

Galaga:

This game is a top-down shooter, but not specifically a “manic shooter.” As a result, it does not feature the large amount of projectiles that my game will. Furthermore, the player in Galaga can only move along the bottom of the screen while the player in my game can move across the entire screen. Similar features that my game will include are enemies that can fire bullets and lives for the player. Also similar to Galaga, the enemies in my game will also come from the top of the screen and shoot down at the player.

Batsugan:

Commonly referred to as the first “manic shooter,” this was the first game of the bullet hell genre. This game featured complex enemy bullet patterns that my game will also attempt to utilize. Furthermore, Batsugan features the ability to level up your weapon through both experience from killing enemies and picking up power ups. This is a feature that I plan to implement in my game as well. In addition, the player has a limited number of bombs that shoot everything around the player. I also plan to use bombs as a weapon for the player. The player will start out with 3 bombs and can pick up more to a maximum of 5. The bombs that I plan to use will destroy everything on the screen with the exception of bosses, to which they will only deal a large amount of damage.

Touhou:

This is a large game series of “bullet hell shooters” that spans almost 18 years. Most of the games share similar gameplay to Batsugan in featuring complicated bullet patterns, powerups, and bombs. Importantly, the games feature a “focus mode” that slows down the player sprite to help dodge bullets and also makes the player’s weapon stronger. My game will also use a sort of focus mechanic, but much differently. Instead of just slowing the player down, the focus ability will slow down the whole game so dodging bullets is easier. To keep the game balanced, the player’s weapon will not get stronger and using the ability will drain an energy bar that gets slowly recharged with time. A feature that these games do not include is cooperative play. As a result, my game will allow for two players to simultaneously play the game and work together. Finally, the Touhou games feature several levels and bosses, a format that I will try to include in my game as well.