Project Vision

For our Bullet Hell Shooting Game project we envision our project to be similar to the design of them game play video. It will last around 2-3 minutes as specifed in the project description. We have split up the work in order to get this done. To start this project we believe we need a good start menu. Before game play begins the user will be allowed to pick from four option. These four options will be play game, level, instructions, and quit. The play game option allows the user to begin playing the game. The level option allows the player to choose a level they want to start at. The instruction option gives the user the instructions on how to play the game. The quit option will quit the game. If the player decided to pause the game, s/he can either quit or read the instruction. Once game play begins you shouldn't be allowed to choose a different level. We would also like to add some music to the game play to make the experience better for the user.

In the game play screen we will show the player lives, scores, and the health points of the bosses and enemies. The lives will be decremented each time the player gets hit with a bullet. The bosses health points will decrease each time the player shoots them. In the first 5 seconds of the game the player will be facing grunts. The grunts will be flying in and out of the page while shooting at the player in a straight bullet pattern. The player will be allowed to shoot back at them. The smaller grunts if hit once will disappear from the screen. At the 48 second mark all grunts will go away and the mid-boss will come. The mid-boss will move from left to right on the screen after launching a few attacks. The mid-boss attacks will be more intricket compared to those of the grunts. The bullets for the mid-boss will spiral. The mid boss will leave the game either when the third level starts or if it is killed by the player.

The mid-boss will leave at 1:15 of the game play and more grunts will arrive. This time the grunts will move in the screen from the top and move out from the left or right. The grunts will have more bullet patterns for the third level making it harder for the player to avoid them. The grunts in the third level will also be harder to kill. The player will have to hit them twice in order for them to die. When the time reaches 2:15 the final boss will come out. This time the final boss will have more health and will be harder to take down. The final boss will be able to shoot different types of bullets and the bullet patterns will also be harder to dodge. The final boss will move from side to side of the screen and also move down towards the player, but not past the halfway mark of the screen. The final boss will also have two different set of attacks. The final boss will stay until it is either defeated or time is up in the game.

During the game play if the player shoots the grunts they will disappear from the page. When the player is fighting the mid-boss and the final boss the player can either kill both of them in the respective level or it can wait for them to go away. The only way the player can win is if it kills the final boss or the player makes it to the end of the game without dying. At this point the game over message will be displayed and the high scores. If the time runs out for the mid-boss and final boss or they get killed then their projectiles will also disappear.