As a developer, I want a gameplay for a game that combines elements of platforming and bullet hell games.

Review various platforming and bullet hell games

Planning of gameplay mechanics

Programming of gameplay mechanics

Testing of gameplay mechanics

Bug fixing and tweaking

Control/Button mapping

Integrating gameplay to level design

Scoring system

Platforming gameplay mechanic

Bullet patterns

Playtest

Jetpack Mechanic

Grazing mechanic

Fixing the gameplay from feedback

Bullet Hell gameplay mechanic

Edit and fix levels from feedback received

Referencing level designs from other games

2D Backgrounds

BG effects and sprites.

Developing levels

Planning levels that mixes well with the gameplay mechanics

Playtest levels

2D textures

Level decorations.

Assets for levels

As a player, I want to play a game that has good level design.