# Game title

2d terraria bullet hell of the maximum awesomeness

# Intended game systems

\* = Maybe

* Mining
  + Tools
    - Pickaxe
    - Sword
    - Axe
* Terrain generation
  + Layers - Dirt, Gravel, Stone, Ores
  + Caves
  + Structures\*
  + Zones\*
* Gravity
  + Fall damage
  + Jumping
* Inventory
* Boss fight

# Target age of players

Yes

# ESRB / PEGI rating

* ESRB
  + T for Teen
* PEGI
  + 12
  + Violence
  + Fear (spider boss? bee boss?)

# Summary of the game’s story, focusing on gameplay

# Distinct modes of gameplay

# Unique selling points

# Competitive products