**Project Bullet Hell**

**Plot** – The plot will be simple and easy to understand and the game will not explore in depth of the plot.

**Universe** – The Universe where the story takes place is a future sci-fi world. Where two factions have collided for power and minerals.

**Factions**

* FactionX – The federation (Alliance, Union) the side that has power and reign.
* FactionY
  + The rebellion.
  + They have declared independence from the Federation.
  + They want to establish and expand their reign, colony.
  + FactionY are owners of most of the mineral mines.
  + They also have destructive arms and their own paramilitary force. They aim to establish their regime.
* FactionZ – The invasion?
  + FactionZ can be the true villain.

Our protagonist Ace Pilot X and his Squadron of Ace Pilots have been assigned to take down FactionY and their rebellion.

**The Design Pillar - 2D vertical bullet hel**l, p**ixel art, cool** a**bilities, co-op and revive mechanism.**

**Design –** All assets will be done with pixel art.

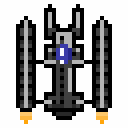
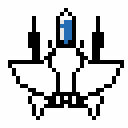
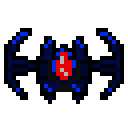
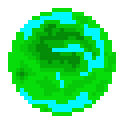
 

Figure – Example of some Aircraft/Spacecraft sprites, drawn with Pixel Art

Example of some other pixel art drawn assets.

**Background** – The background will depend on the stage. It’ll generally be illustration of space, planets, stars.

**Midground** – Structures, ground enemies, power ups.

**Foreground** – Character sprites (player character, enemies, bullets).

**Stages –** Several stages of levels with each stage introducing a boss/mini-bosses.

**The Juice** – Screen shake, background music, explosions, power up SFX, shooting SFX (Things that make the game interesting).

**The Magic Moment –** Power ups and ability Introduction, CO-OP revival.

**Feature Set**

* Smooth and responsive controls
* Difficult and unique enemy patterns.
* Single player, Co-op
* Achievements
* Shop
* Power ups (Attack, invulnerability, Cooldown reset)
* Boss Battles
* UI
* Scoreboard, High Score
* Unlockable stages
* FX (SFX, Explosion FX, Thrusters, Tilt animation)

**Core Loop –** Play, defeat boss and level, earn points/score, earn rewards/collectable/achievements, unlock new spacecrafts.

**Proposed Demo –** Controllable Player Character with restricted movement (clamped Coordinates), ability to fire basic weapons and use other abilities, shoot enemies, receive Power Ups.