Bravens Bullet Hell Vision Document

Phase 1: Regular Enemy Wave

- **Duration:** ~30 seconds
- **Enemies:**
  - **RegularEnemyA:**
    - **Behavior (subject to change):** This enemy paces horizontally across the top of the screen. It consistently fires bullets directly downward.
  - **RegularEnemyB:**
    - **Behavior (subject to change):** Spawns at a random location at the top of the screen, then moves downward while intermittently firing bullets.

Phase 2: Mid-Boss Attack

- **Duration:** ~30–45 seconds
- **Enemies:**
  - **Mid-Boss**
    - **Behavior (subject to change):**
      - Paces back and forth across the top of the screen.
      - Fires multiple bullets in a spaced, quick succession, creating a burst of projectiles that the player must dodge.
    - **Attributes:**
      - **HP:** Moderate (e.g., 100 HP).

Phase 3: Renewed Regular Enemy Wave

- **Duration:** ~30 seconds
- **Enemies:**
  - A mix of **RegularEnemyA** and **RegularEnemyB**.
  - **Behavior Enhancements:**
    - Increased frequency of enemy appearances and/or slightly enhanced bullet speed to increase difficulty

Phase 4: Final Boss Encounter

- **Duration:** ~45 seconds – 1 minute
- **Enemies:**
  - **Final Boss**
    - **Behavior:**
      - **Positioning:** Moves to different locations to remain momentarily stationary to fire bullet patterns
      - **Bullet Patterns (subject to change):**
        - **Stage 1:**

- Fires slow moving projectile that explodes into smaller projectiles when it takes enough damage
- Boss offscreen firing three destructible projectiles parallel to one another at the player from the top of the screen.
- Fire a barrage of projectiles in a counterclockwise pattern, then a different barrage in a clockwise pattern.
- Creates clusters of stationary projectiles which then move randomly off screen.
    - **Stage 2:**
        - Spawns pillar of projectiles which then rotate outward, then downward toward the player
        - Spawns projectiles in an arc formation and then projectiles split off and move randomly off screen
        - Fire a barrage of projectiles in a counterclockwise pattern, then a different barrage in a clockwise pattern.
        - Spawns slow moving barrage of projectiles that go toward screen edges in all directions.
- **Attributes:**
    - **HP:** High (e.g., 200 HP)

Player Information and Controls

- **Lives:**
    - The player starts with 3 lives. Losing all lives results in a game over.
- **Default Controls:**
    - **Movement:** WASD keys (Up, Down, Left, Right)
    - **Movement Slow-down:** space-key (hold)
    - **Shooting:** F-key
    - Additional keys may be assigned for special abilities or power-ups if implemented.
- **Scoring:**
    - Points are awarded for each enemy destroyed. Bonus points are granted for defeating the mid-boss and final boss.

Additional Game Details

- **Background:**
    - A scrolling, space-themed background
- **Visual Style:**
    - Retro pixel-art sprites sourced from copyright free communities such as itch.io.