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:** Sits at the top of the screen, remaining mostly stationary.
      - **Bullet Patterns (subject to change):**
        - **Stage 1:**

- ■ Fires a pattern that might include a combination of rapid straight shots and moderate spread aimed downward.
        - ■ **Stage 2:**
            - ■ Introduces more complex and varied bullet patterns, potentially including alternating directions, homing projectiles, or staggered volleys.
    - ■ **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:** Shift-key (hold)
    - ○ **Shooting:** Space bar
    - ○ 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.