

Ryan Slatten

“Working Title”

A sci-fi/horror “Bullet Hell” game

Single-person project

The purpose of the game is to survive and push forward through the level so that you can defeat the bosses of each level to win. The game will feature the player character as either a spaceship or a person fighting off endless waves of enemies as they keep pushing on. The player can collect items that appear around the map to help them on their quest. The game’s genre is “Bullet Hell” which means that the player will be bombarded with endless bullets that they must dodge and fight waves of enemies as they push to defeat bosses at the end of a level. The game will be sci-fi themed and will feature zombie aliens as the enemies.

The game will feature scrolling tile maps, vector physics, custom characters, enemy AI, explosions, FSM, game loops, particle systems, and State Graphs.