Team Argle-Bargle

Neon Hell

**Game Description:**

Genre: Third person sci-fi bullet hell

Win condition: Survive 2 mins

Lose condition: Wall/ship 1 hit kill, Gun/laser 3 hit kill. Restart on kill

**Player Mechanics:**

Move left & right

Always moving forward at constant speed

Jump and move left & right in the air

Twin stick style shooting - rate of fire

**AI:**

Leading turret: Targets player - Destroyable

Strafing turret: Continuous fire in one direction - Destroyable

Bomber: Travels counter to player, drops bombs

Enemy Ship: Travels counter to player - Destroyable

**Environment:**

Guard rail: Bounce

Wall: 1 hit kill - static

Laser: 3 hit kill - static - Destroyable

Lap line

**UI:**

Start screen

Pause screen

Credit screen

Lap counter

Lose screen

Win screen

**Art Models:**

Player ship - Animation

Enemy ship - Animation

Gatling gun - Animation

Track

Walls

Laser emitters - Animation

Bomber - bombs

UI elements

**Particles:**

Thrusters - player, enemy, bomber, jump

Explosions - player, enemy, bombs

Emitters - laser, player death