Bullet Hell Sim!



The player can control the player with arrow controls. The player cannot move outside the white box. **The player can also freeze time (and move freely) with spacebar, but they lose 2 points when they do so** (I encourage you to try it out).

Projectiles continuously spawn and accelerate towards the player’s initial position at spawntime. They will start spawning after a very short delay. **If it hits the player, the player loses and the game ends**. Projectiles destroy themselves when they hit a wall.

Coins spawn when there are no coins on screen. When the player picks a coin up, a sound is played, and points are added. **This is how the player scores.**

Coins and projectiles will not spawn outside the box.

When time is frozen by the player, spawners are halted and projectile velocity is halted and the player is free to collect the coin and dodge the frozen projectiles. Time resumes after a short interval and the projectiles regain their pre-frozen velocity.

The player can collect coins and still be hit by projectiles in frozen time (that entails running into them).

**When the player hits the score threshold (50 points), the player wins and the game ends.**

**TIP:** If you’re having trouble, hug the wall. There is code that prevents projectiles from spawning close to walls or players.