SpaceBass95
A sci-fi shmup/rhythm game

Combat

player

enemy

player hits beat ->
enemy gets hit

player misses beat->
player gets hit

beats

shoulder buttons or smth to hit
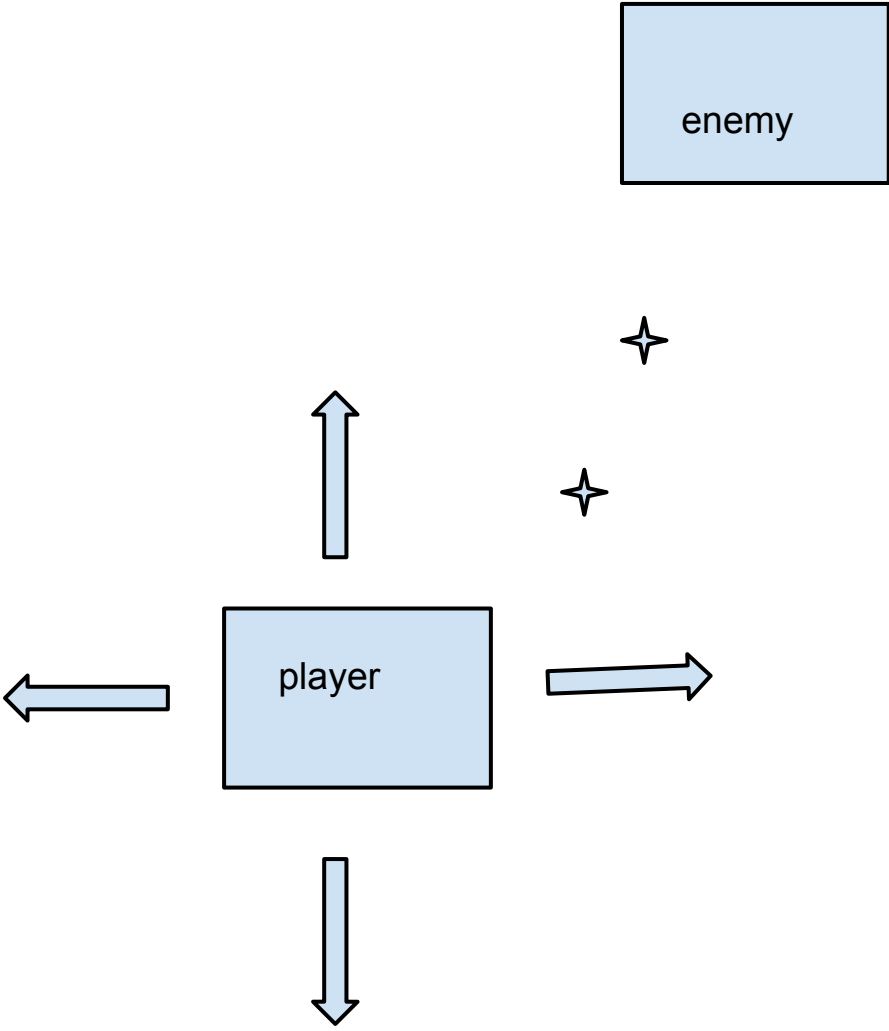(moves on its own)
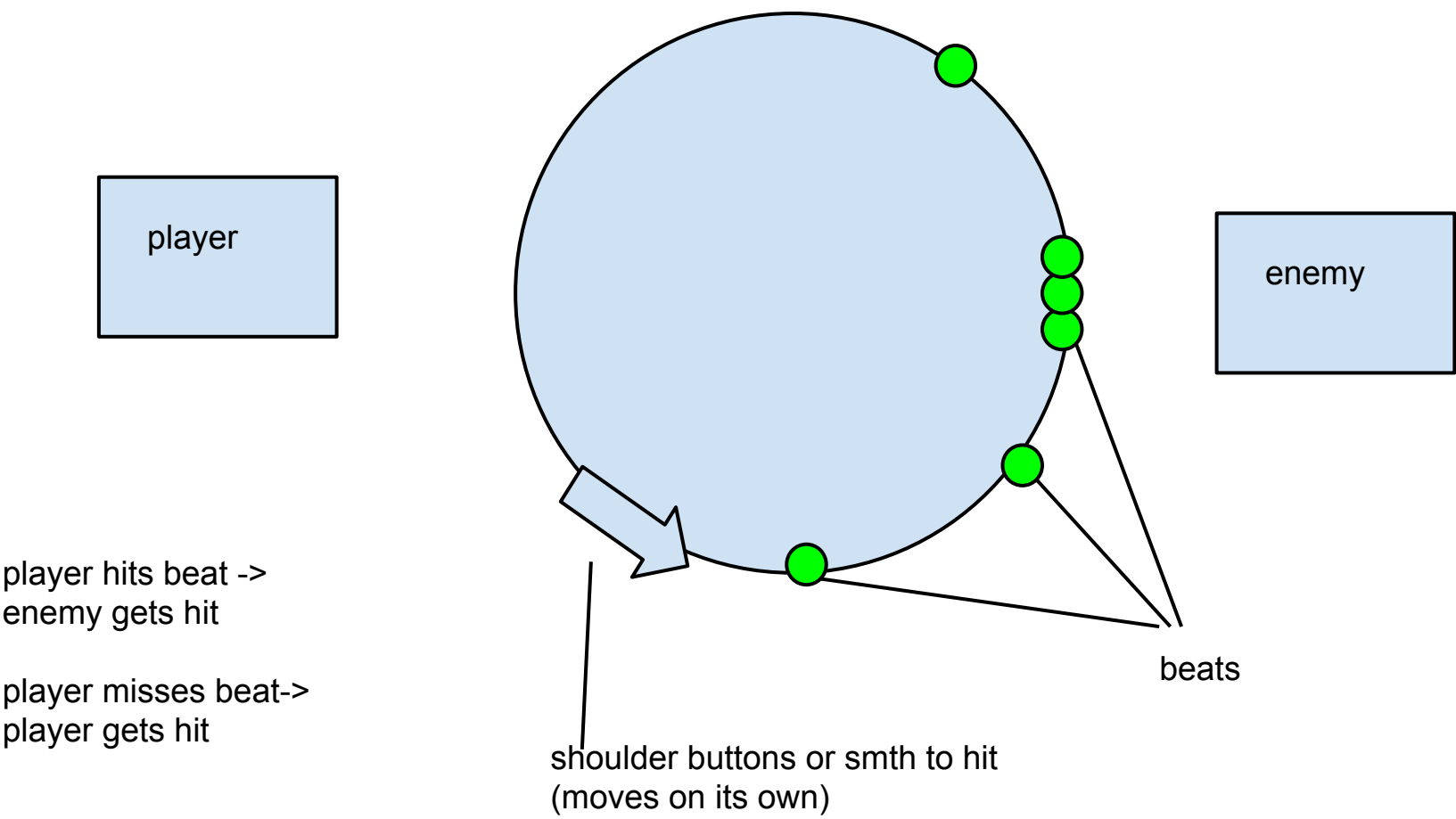
Movement

-Top-down perspective
-Plays like a twin-stick shooter
-Initiate combat by shooting at enemies
   -Combat speed changes based on timing of the shots
    -If enemy is hit on a "down-beat", combat is slower
    -If enemy is not " " " " , combat is regular speed
   -If the enemy hits the player, combat is faster
-All enemies move to the beat of the music

enemy

player

Art

-Would work best with a
"Geometry Wars"-esque art
style
-Nothing too fancy
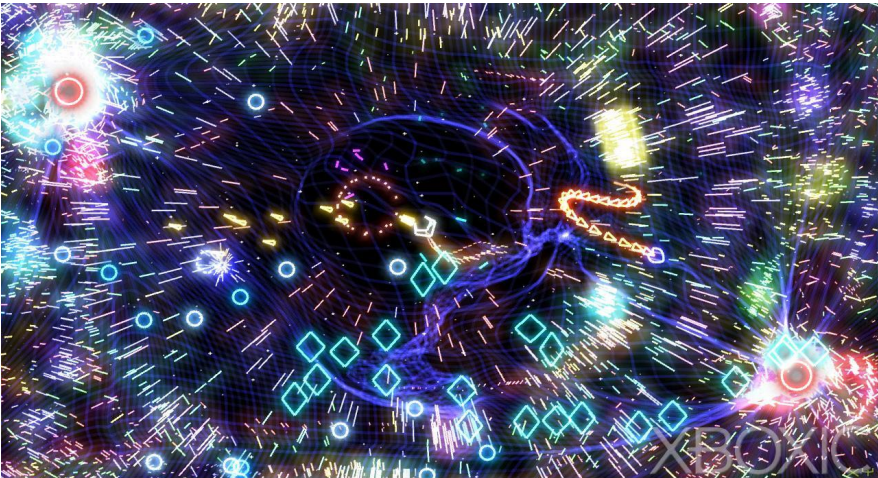
Audio

-Electronic, synth-based music
-Memestep, DnB, Trap, House,
etc.
-Heavy Syncopation