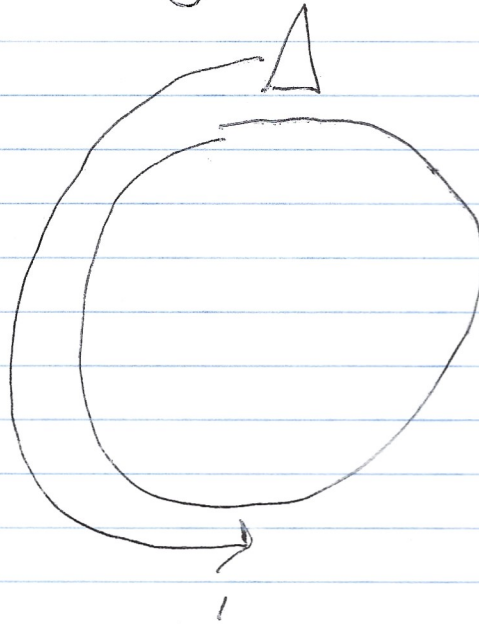


Player Controller

Every beat,
player can
move 180°

(close enough
is fine, FMOD
not required)



!

!

Player fires every
beat, so can completely
flip directions in-between
shots

Enemy Patterns

There are 4 distinct possible difficulties for patterns:

Easy - 1 enemy every 4 beats ~~or less~~
(or more)

- This allows the player to miss $3/4$ shots

Tricky - 1 enemy / 3 beats

- player can miss $2/3$ shots
- Causes disorientation as enemy spawn rate is synchopated

Ex:

Beat	1	2	3	4	1	2	3	4	1	2	3	4	1	...
enemy	•			•			•			•			•	...

enemy spawn
on first and last
beat of bar

enemy on
second beat

enemy on
3rd beat

Pattern repeats

Hard - 1 enemy / 2 beats

- player can miss only $1/2$ shots

Insane - enemy every beat

- player cannot miss

How & When to Use Patterns

- Easy - Places rest periods
- transitions between harder patterns

- Tricky - use in at least groups of 3 bars (12 beats, 4 total enemies) so that spawns don't become offset
- good for buildups and major transitions
 - may compound with other disorientation effects

- Hard - primary pattern type
- makes a lot of these

- Insane - use sparingly
- use after drop/transition
 - boss preamble
 - follow up with easy or tricky

Easy Patterns

NOTE: Due to simplicity, there is limited variations.

$\begin{matrix} 2 \\ 401 \\ 3 \end{matrix}$

$\begin{matrix} 1 & 2 \\ 0 & \\ 3 & \end{matrix}$

$\begin{matrix} 42013 \\ 1 \end{matrix}$

$\begin{matrix} ? \\ 0 \end{matrix}$ (1 randomly placed)

Can be used in higher speed patterns

Tricky Patterns

$\begin{matrix} ? \times 4 \\ 0 \end{matrix}$

$\begin{matrix} 1 \\ 0 & 2 \\ / & 4^3 \end{matrix}$

21034

$\begin{matrix} 4 & 1 & 2 \\ & 0 & \\ & 3 & \end{matrix}$

easily when expected

Insome Patterns

These are difficult to rotate, as enemy count very high

⊙ "slow sweep"

⊖ "oscillation"

◁ ? Random in cone

Hand Patterns

~~9 5 7 6~~
~~7 4 2 8~~

7 5 3 8
0 1 10
9 4 2 6

1 2
0
3 4
4
1
6 0 2
3
5

1 2
0 3
4
5
0
2 3 6
4

1
4 0 2
3

6 0 2 4
1
3
5