

Game Design

Both enemies and the player has a blue and a pink color. Pink can't get hit by bullets and same goes for blue. Enemies that shoot both colours at once can be shot with any colour.

If the player sucks up bullets of the same colour, when you switch, you will release a flurry of that colour outwards.

Other than that, try to have fun and not suck. Also there's a boss.

Game Controls

W – Move up

A – Move left

D – Move right

S – Move down

Space Bar – Shoot

Q – Change Colour

E – Change Colour

Changing colour can be used by either button. They do the same thing.