**BULLET HELL**

Levels of Difficulty:

* Easy
* Medium
* Hard
* Extreme

Game Modes:

* Survival
  + Infinite waves
  + Random boss each wave
* Arcade
  + 10 waves

Controls:

* Movement
  + Tilt
    - Special: some button somewhere (bottom?? thumb reach ez)
  + Gamepad in bottom right
    - Special: double tap middle of gamepad?
* Shooting
  + Continuous

Enemies:

* DO NOT go straight down and shoot straight down
* Come in waves
  + Fly across the screen, shooting either downwards or at random angles
* Boss battles at the end of each round
* Infinite rounds lmao get good
* Bullets:
  + Do more damage as you get farther
  + OR travel faster as you get farther
  + OR bigger bullets do bigger damage

Experience:

* Killing an enemy gives you experience
* Every level takes more and more experience to surpass
* Every level up stops the game and gives you points to use on the skill tree:
  + Reload speed
  + # of bullets/bullet spread
  + Damage
  + Regen
  + Ship size (gets smaller)
  + Luck
  + Homing bullets
  + Bullets that explode into other bullets (unlocked at higher levels)
  + Larger Bullets
* all of these qualities can be added to your ship (can only add lengthwise), but bigger ship = slower and gets hit more
* can sell old parts on your ship for exp points

Powerups (decreasing chance):

* Health (1)
* Shield Health
* Piercing Bullets
* Full Health
* Growing Bullets as they travel upwards
* Invincibility
* Auto kill everything on screen
* unreal tournament
* agar.io bot
* virtual formula car
* 2d mario
* website called bomb.com
* verizon in minecraft
* 3d printer
* rc skateboard
* drone
* raspberry pi
* chess

VR ON RASPBERRY PI

bluetooth connection to phone: <https://www.raspberrypi.org/learning/robo-butler/bluetooth-setup/>

app for phone

camera info sent by bluetooth to raspberry pi

raspberry pi sends back altered state through bluetooth

displayed on screen

VR ON PHONE