**Game Name:** Bullet Brawl

**Team:** Zach Pitts ([zepitts@wpi.edu](mailto:zepitts@wpi.edu)), Zack Robinson ([zprobinson@wpi.edu](mailto:zprobinson@wpi.edu)), Team Zachk

**Genre:** 2-player competitive bullet hell

**Game Description:** 2 players are restricted to separate halves of the screen. Bullets spawn from all sides which both players have to dodge, and each player can only take 3 hits before being KO’d. Additionally, the players can fire bullets at each other directly from their ships, or reach bullet bombs which spawn in and fire a spray of bullets to the other side.

*\*Edit: Players fire spreads of 3 bullets, which are a different color*

**Technical Features:** 2 controllable players that can move and fire bullets, a world arena, bullet spawners which can be tweaked to adjust difficulty, bullet bombs which spray bullets when collected or hit, a screen indicating each player’s win, a boot-up screen

\*Edit: Boot-up screen displays both player controls

**Artistic Assets:** [Sprites] Player, Bullet, Bullet Spawner, Bullet Bomb, hit-stun flashing [Audio] Win sound, gameplay music loop, hit sound, bomb sound

**Implementation Plan:** First we will code the players and bullet spawners and world arena, then adjust those until the game is hard but fun, then add in additional features like bullet bombs, player-fired bullets, and heath pickups. Startup and win screens will likely be among the last things implemented

**Distribution of Work & Schedule:**

[Joint] World arena

*CHECKPOINT: World ready for first features, Fri Feb 23*

[Zack] Controllable players (movement restricted by world arena)

[Zach] Bullet spawners (placement & movement determined by world arena)

*CHECKPOINT: Base features ready for fine-tuning, Sat Feb 24*

[Joint] Testing & tweaking movement & bullet spawners

*CHECKPOINT: Alpha submission, Sun Feb 25*

[Zack] Ship-fired bullets

[Zach] Bullet bomb objects

[TBD] Health pickups *\*Removed from our project scope*

*CHECKPOINT: Full features ready for testing & tuning, Tue Feb 27*

[Joint] Further testing, polish, & determine more features if time is available

[TBD] Enhance sprites if there’s time, potentially add background? *\*Removed from our project scope*

*CHECKPOINT: Final submission, Wed Feb 28*

*(NOTE: All sprite work will be done inside the relevant steps, since having sprite files is relevant for testing, and the sprites wont be that complex)*

*Startup music and bomb sounds were added for a total of 4 unique audio files*