

WAY TOO MANY BULLETS

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A complete chaos with up to 8 players. A lot of spaceships, more enemies, and way too many bullets. An all-out chaotic bullet hell Shoot'em Up with huge potential for chaos and banter.

Features:

- **Unique control system.** Each controller allows two players to control a ship, or one player to control two ships. Each ship is controlled using a stick and the L1&L2/R1&R2 buttons – a control scheme seldom seen anywhere, and one that allows for more in-game banter.
- **Cool Power-ups and chaotic modifiers.** Including, but not limited to:
 - Additional bullets
 - More HP
 - Bombs
 - Different bullet types
 - Color change(Every single player ship changes color to another)
 - Teleport(Transports all ships to random locations)
- Point system – Each enemy gives you some points, each finished wave gives you points, just lots and lots of points.
- Game modes – Co-operative modes, versus modes, of any and all types
- Multiplayer – this game is design with local multiplayer in mind – each controller allows 2 people to play, which means up to 8 people on consoles – all to maximize the game's chaos.
- Leaderboards – The more points you get and more waves you defeat, the higher on the leaderboard you get – some people are a big fans of being the best, which this game allows you to be.

Player Motivation

In default mode (Wave Mode) the player (or players) is trying to defeat as many waves of enemies and get as many points as possible before being destroyed.

Genre

Action, Shoot'em Up, Multiplayer

Target Audience

Casual players, console players looking for a party game.

Competition

Geometry Wars Series

Unique Selling Points

- Fun chaos
- Great party game
- Possibility for banter

Target Hardware

Home consoles (Xbox One, PS4, WiiU, Nintendo Switch) as well as PCs that would be used in living rooms as a gaming console.

Design Goals

Chaos: Thanks to the randomness and pure chaos of gameplay the game should be fun to play for more than one player and should never be the same.

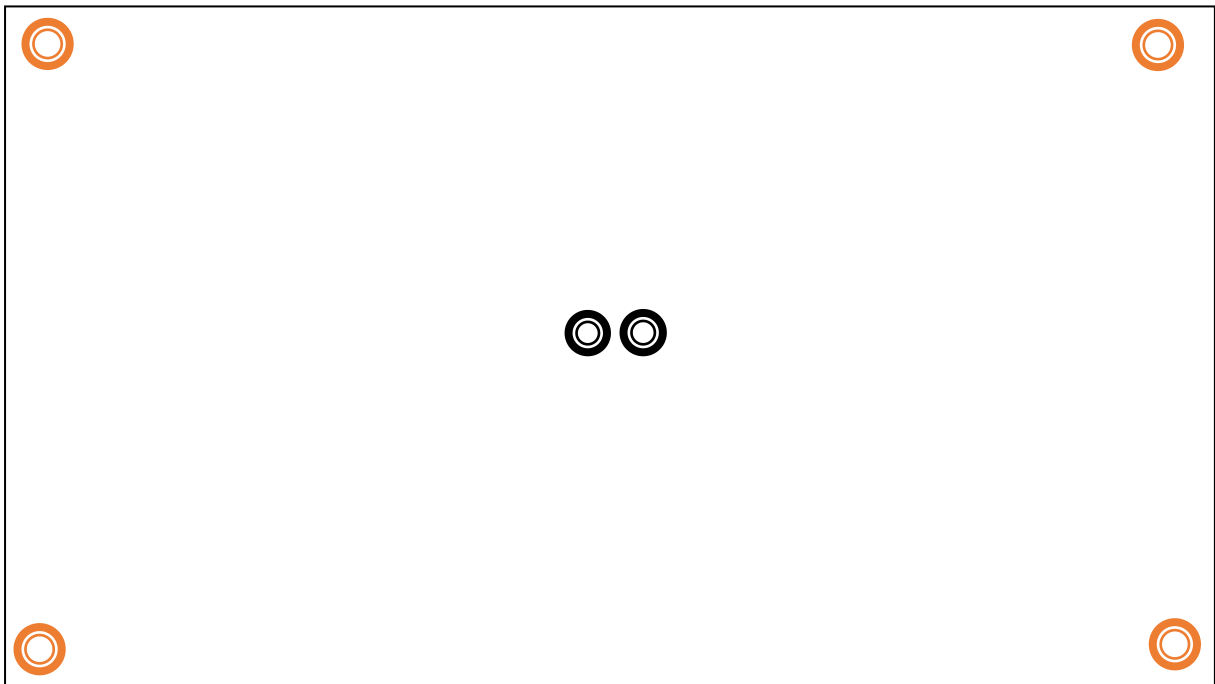
Friendly Competition: The versus modes should allow for a friendly competition and banter, with a help of the control scheme.


Repetitive: The game allows multiple playthroughs since there isn't one set condition to beat, which helps the longevity of the game, also helped by no two playthroughs being the same.

PEGI Rating

This game would be in a PEGI 3 group – there is no graphical violence, nothing that could be considered scary to children, there is no way to associate the characters with real life characters, and it contains no foul language.

Map



 Enemy Spawner

 Player Spawn

As you can see, the map is very simple – it's just a rectangle that players cannot escape, and in corners there are enemy spawners that spawn waves of enemies. There is nothing more to the playing area.