

Bullets Forever

Week 1 – Design Details

Breakdown of game components:

Player:

- small triangle
- chases after finger's (x,y) coords when finger touching screen (updates every frame, stops on finger up event)
- constant firing when finger is down, stops firing on finger up
- firing always vertically upward in expanding cone shape

Boss:

- big rectangle
- each body part is a separate object with separate health points but moves with and is connected to other parts
- moves and pivots around depending on size
- movement patterns based on level? (higher bosses try to ram you)
- suicide bullets on destruction of a body part?

Guns:

- tiny rectangle
- different types, shoots different number/sequence of bullets
- each Boss body part can contain multiple guns based on body part's size/etc.

Bullets:

- simple dash graphic
- owner, position, speed, angle
- collision checking on each frame with non-owner

HUD

- player health bar
- boss body parts change color depending on how much health they have (green → yellow → red)
- timer, score
- display boss body part power distribution between levels

Menu

- simple START button
- possible settings with mods

Pre-Planning:

(All 5) Whats possible with Box2D:

- collision (manual check or automatic/reaction-event-based)
- see how drawing done and path following is done
- learn what happens on each frame refresh (game state update flow)
- look at loads of demos

Tentative Assignments:

(1 person) Scoring, Timer, HUD – Austin

- timing and end-of-level scoring and bonuses
- UI design and displaying info based on score

(1 person) Shooter – Phil

- one handle input and movement
- non-stop shooting (when touched)

(2 people) Boss – Jess & Art

- one person handles guns and shooting and moving
- one person handles different parts and evolution

(1 person) Bullets – Yash

- collisions
- storage/keeping track and displaying