Final Project Proposal:

For my final project, I would like to make and complete a bullet hell game. In this bullet hell game I would design, I would want it to be overall easy but have it be more of a comedy than a hard game. It would have that sort of shoot 'em up play style, with stages and I would want to complete around 3 stages with 3 bosses at the end of each. I would also want to introduce new concepts and ideas to the shoot em up genre, such as a roguelike aspect every stage. I hope at least to get 2 stages done with around 80% of the main features I want in the game.