Visual Design Doc

Player

The player moves in all directions by using the left analog stick.
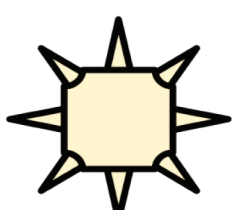
The player aims their stream of energy by pushing the right analog stick in the direction they choose.

Enemies

Speed: 2/5
Life: 2/5
Attack pattern: Rushes straight at the player.

Speed: 1/5
Life: 4/5
Attack pattern: Follows the player up to a certain point, then waits.

Speed: 5/5
Life: 1/5
Attack pattern: Rushes straight at the player.

Speed: 4/5
Life: 3/5
Attack pattern: Rushes at the player in an upward or downward arc.

Speed: 3/5
Life: 5/5
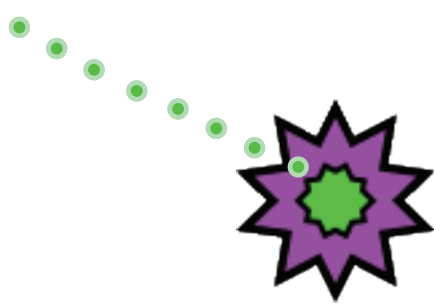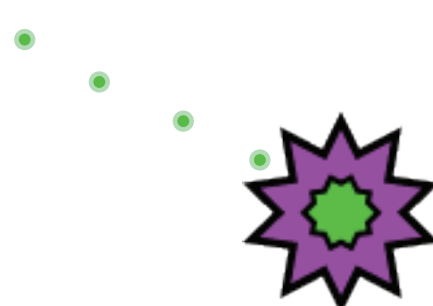**Attack pattern:** Rushes straight at the player.

Power Ups

Shield: Upon collision, the player is surrounded by a shield which protects them from one hit of an enemy. The enemy that hits them is eliminated along with the shield.

Shot Reduction: Upon collision, the player's rate of fire is reduced tremendously.

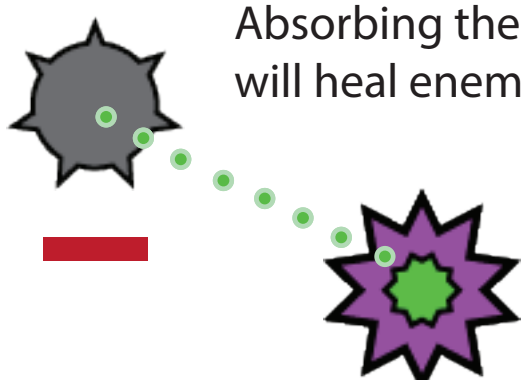Before: After:

Health

All enemies have a set amount of health that constantly decreases.

When their health decreases completely they wither away.

Absorbing the player's energy will heal enemies.