The Last Hope
2-D Bullet Hell Game

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Overview:
You are in space facing an enemy that shoots different patterns of attacks. Your main goal is to dodge as many attacks for as long as possible.

This is a popular genre called “bullet hell” type games, many games have adopted this style, among popular titles like Cuphead, Isacs and the pioneer of this genre of game Touhou from a Japanese publisher.

Technical Requirements:
- C++ programming
- Open GL graphics (x11 and glx libraries)
- Inputs
  - Keyboard
  - Mouse

Game Features:
Visuals
- 2-D screens
- Sprites
- Attack pattern projectiles
- Player and enemy

Physics
- Projectile collision and tracking
- Entities Acceleration
GUI

Points
Enemy aggression level
Number of projectiles
Number of lives
Start menu, highscores, how to play and debug mode

Game Challenges:
Simple AI
Increasingly Difficult

Division of Labor: