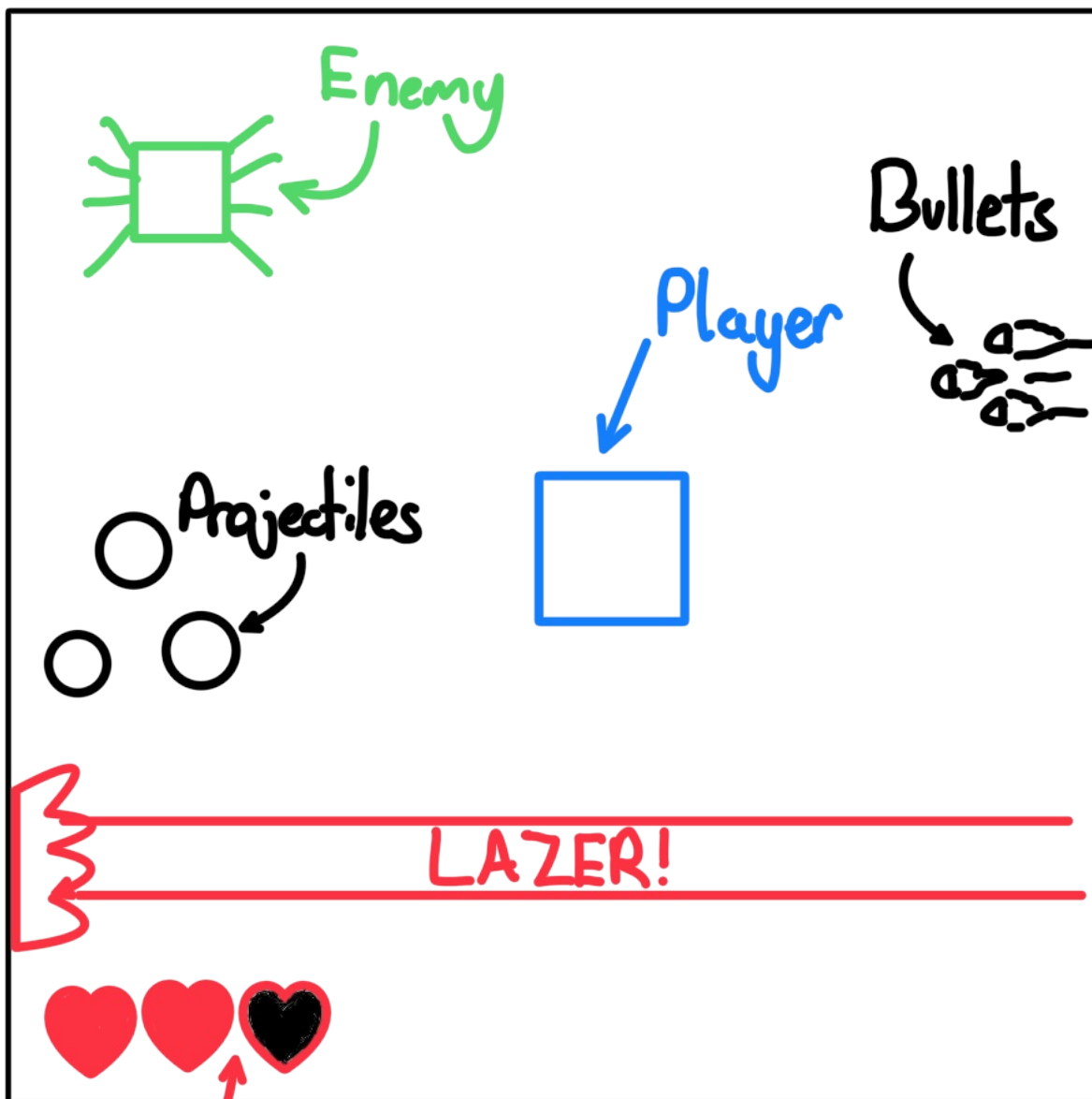


Mini-Game Ideas

Dodge!

Bullet-hell mini-game where players have to navigate waves of projectiles, lasers, bullets, and more. The player has three lives, Winning is achieved by keeping at least 1 life for the total dodging time. if a player runs out of lives before the time limit is up, they lose. The movement will be top-down heavily inspired by the RPG game Undertale.

Mini game mock up



Lives

Don't lose
very important

There will be four types of things for the player has to dodge one will be a laser which will have a windup time that goes across the entire screen instantly then there will be bullets which will be small and fast with some indication of where they are coming from and going before they spawn thirdly the object which is slower with less indication of where they're going lastly enemies who may have randomized movements or move towards the player, depending on the type enemies may spawn bullets lasers or projectiles.

The mini-game should not take more than a minute and a half total to complete the game will consist of waves with each wave lasting no more than 30 seconds. There will be at least a five-second break between the waves to allow the player to recollect. There could be some sort of score system judged by players' lives and the amount of enemies projectiles bullets and lasers dodged. If there is any sort of game mode where the player can choose which mini-game to play the score could be useful for creating some sort of leaderboard.

This game is heavily inspired by the dodging sections of the Undertale combat system. One key difference here is that the health is far more fixed because this mini-game will be played in isolation so there is no chance for a player to progress other than to become better at dodging. The movement of this mini-game will be top-down, however, it could be transformed into more of a platform-type game if some sort of gravity moved for player down the screen. This could be a chief by perspective shift Or different modes in the player controller script. This could allow one wave to be top-down enemy dodging or the next wave. The player is platforming while dodging moving obstacles.