Name: Meteor Crush

* lives – 3
* dodging meteors = 5 points
* shooting small/medium size meteor = 10 points
* large meteor(difficult to destroy) = 20 points
* small/medium meteors = 1 hit to destroy
* large = 3 hits
* large meteor = 3 states of animation (1. full health, 2. half health, 3.close to getting destroyed)
* check point is based on distance
* check point reached – player gains power up or abilities to collect on the way
* distance of checkpoint not shown to user upfront, but will be visible once they reach a certain distance(ie closer to checkpoint)
* power ups: (active for x seconds)
  + multi laser shot: once collected, multiple laser shooting
  + spread damage: shoot 4 bullets in wider range to damage more area of meteor or multiple meteors
  + Forcefield: immune to meteors (animation of a shield around them)
* Difficulty:
  + Meteor speed: speed increase when user travelled x pixels
  + Increase in a linear manner
  + Speed can be reduced during random checkpoints to relax the user
* Probability of type of meteor: small/medium high prob, large lower prob during the start, increase prob of large when distance increases.
* Power up prob: after a while the game has started, should be introduced one by one slowly in different checkpoints
* No.of meteors appearing
  + Start with 3-5 meteors appearing one by one for a certain time period
  + Increase number with distance and decrease the time between spawning of meteors
* Audio:
  + fast paced soundtrack
  + destruction sounds
  + movement of spaceship sounds
* Audience: arcade enthusiasts, users who want fast paced, action packetd gameplay