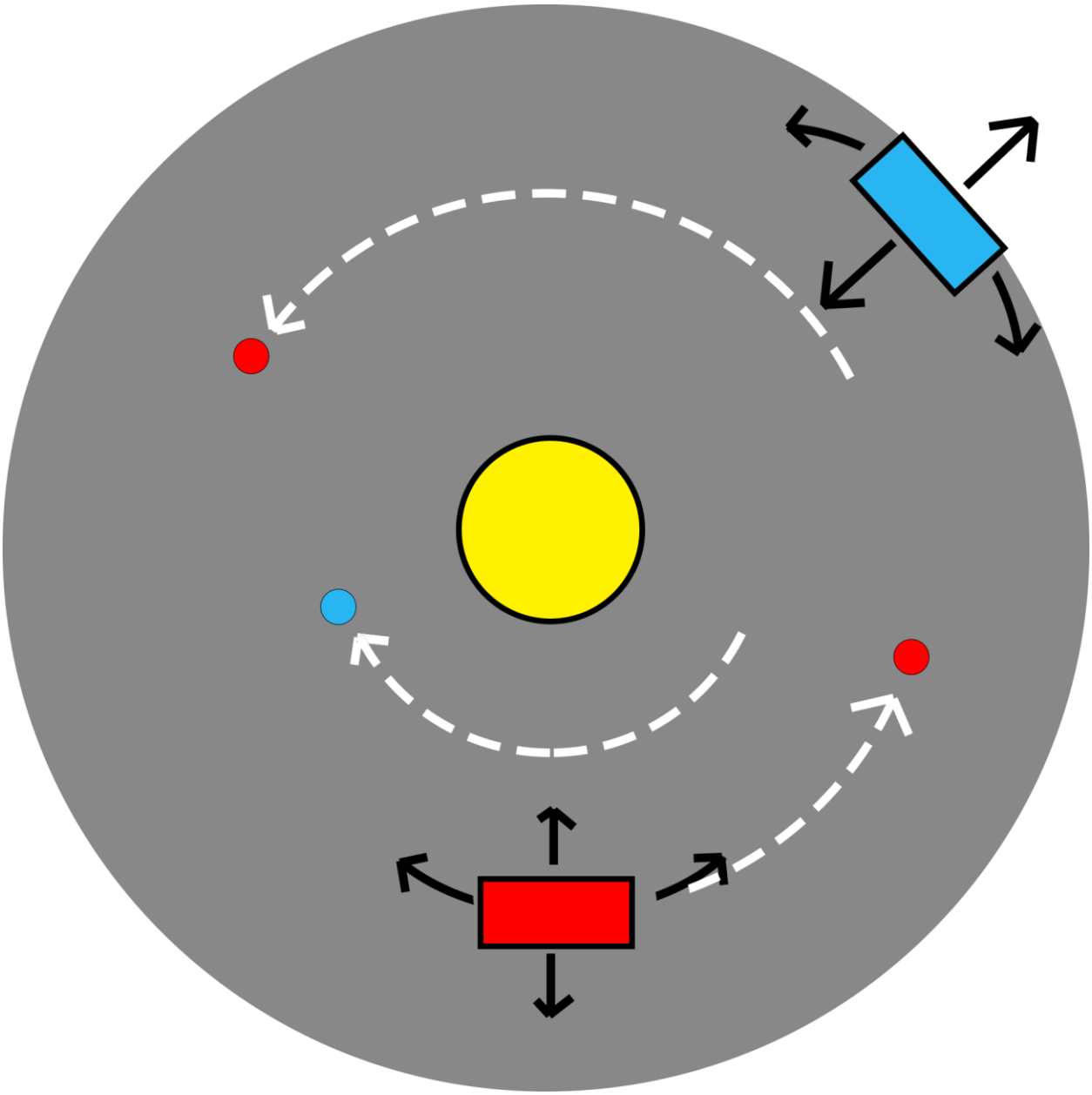
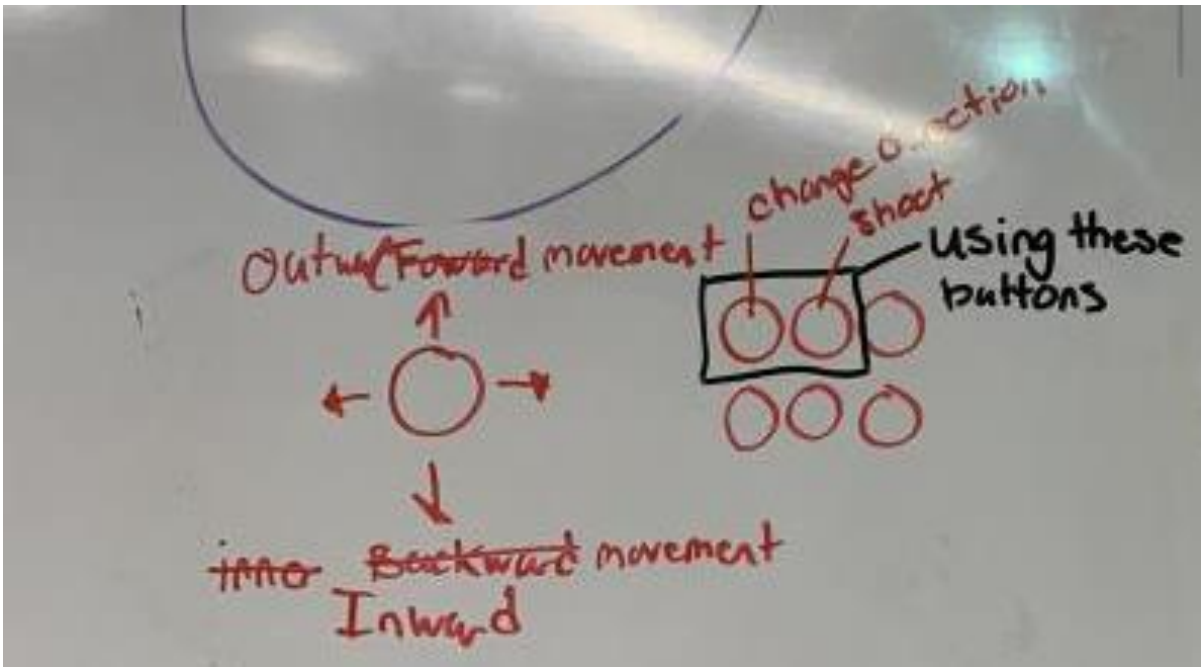
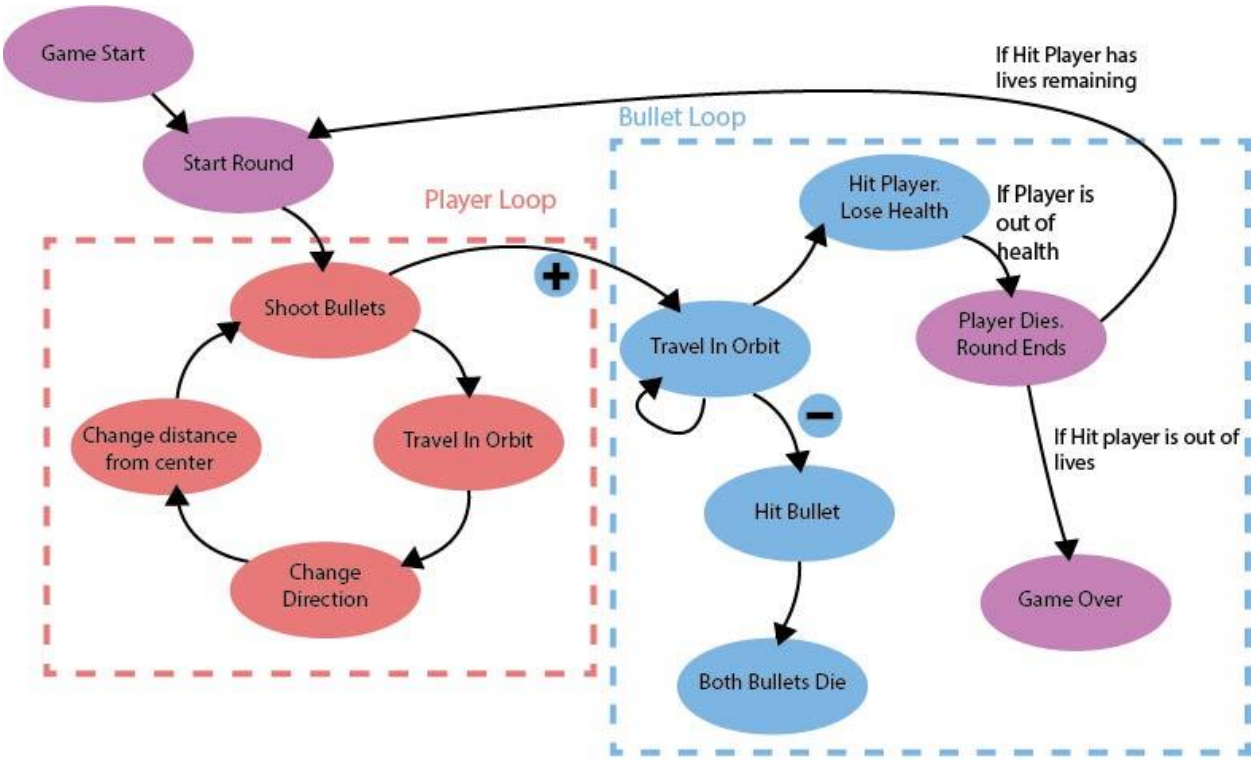
This is our rapid prototype. The premise of our game is that two players are constantly moving and rotating around an orbit. The players can move both inward and outwards as well as switch their rotational directions from left to right. Players can shoot bullets which will rotate along the radius they were shot in and stay in that orbit for a short period of time. In the middle of the orbit is the sun.




change direction
shoot
using these buttons
movement
movement
Inward


Game Start
Start Round
Player Loop
Shoot Bullets
Change distance from center
Travel In Orbit
Change Direction
+
Bullet Loop
Travel In Orbit
Hit Player. Lose Health
If Player is out of health
Player Dies. Round Ends
If Hit Player has lives remaining
If Hit player is out of lives
Game Over
−
Hit Bullet
Both Bullets Die

Design questions:

- Should players be constantly orbiting the center or should they have control over when they move?
- Should players closer to the center rotate around the center faster than when they are near the outside?
- -Should the bullets dissipate over time or orbit infinitely?
- Should the players be able to shoot in either direction or just the direction they are facing?
- Should there be a cooldown on the fire rate?
- Should there be a bullet “clip” that needs time to reload after depleted?
- Should the players have an energy meter that gets spent when they shoot bullets/photons as well as change orbit radius?
- Should getting by bullets push players towards the edge (players then lose when they hit the outer edge)
- Should shooting bullets push players towards the center? (Similar to how an electron moves closer to a nucleus when they lose energy)