

Power-ups and abilities:

Straight Bullet

Star Bullet

Morning Star Bullet

Health

Health II

Speed

Speed II

Freeze Bullet Effect

Increase Damage Effect

Degrading Damage Effect

Enemies:

LV1 - 2D movement

LV2 - stationary, Straight Bullet

LV3 - 2D movement, Straight Bullet

LV4 - 1D movement, Star Bullet

LV5 - 2D movement, Star Bullet

Stationary Asteroids

Moving Asteroids

Power-Up Implementation:

Entity placed on screen; perhaps contains a component that relates to the ability it gives?

Disappears on contact with player

Player gains a new component related to ability (perhaps moves from item to player?)

Legacy Power-ups and abilities:

Laser I (increases number of lasers to 1)

Laser II (increases number of lasers to 2)

Laser III (increases number of lasers to 3)

Laser IV (increases number of lasers to 4)

Laser V (increases number of lasers to 5)

Shield I (increases number of shields to 1)

Shield II (increases number of shields to 2)

Shield III (increases number of shields to 3)

Health I (increases number of hearts by 1 to a max of 3)

Health II (increases number of hearts by 1 to a max of 3)

Health III (increases number of hearts to max)

Missile/Explosive (explodes on impact: inflicts damage in circular area of radius n)

Heat Seeking Missile/Explosive (explodes on impact: inflicts damage in circular area of radius n)

Acid (burn damage)

Freeze (disables movement, no damage)

Ion (disables shields/movement, no damage)

Flamethrower (cone area, burn damage)

Beam Bullet?