# Home Fudge

A game inspired by Homeworld and Space Engineers

## Goal of the Prototype

The basic idea of the Game Prototype is to have a Destroyer equipped with.

* One Gatling Turret for PD
* Two missile launchers
* Two beam weapons

The ideal case for the Game Prototype would be to have two Destroyers in a battle with each other using Fudge's Network ability for two players and an AI variant of the battle. The worst-case scenario is to have the Gatling Turret player-controlled to destroy incoming asteroids.

## Basic Gameplay

### Keybinds

Movement:

* W Forwards Thrust
* S Backwards Thrust
* A Left Strafe Thrust
* D Right Strafe Thrust

Weapons