* 2D Space Delta simulator
  + You play as the leader of a space defense organization
    - Your goal is to rank up to 4 star general (and your organization to national space force)
  + Purely entertainment purposes, not educational
    - A way to hype up people about the possibilities of the Space Force
    - Allow people to use their imagination
  + Tap game
    - Time is not a factor, as soon as you tap you get instant feedback
      * If you tap to complete a mission, mission is completed in that instant and you get instant results
    - May change in future versions
  + Lead a space delta
    - Hire operators
    - Get assigned missions to complete
      * Missions have focuses: General, Acquisitions, Intel, Cyber, Ops
        + Manage satellites, defend against cyber attacks, build cyber networks,
        + In first version, you can’t fail missions. You won’t be eligible to even do a mission if you aren't qualified to succeed
    - Gain reputation to rank up sprite
      * Unit gains more responsibility at each rank
        + Element, Shop, Flight, Squadron, Group, Wing, Force
        + Mission scale and effort required grows as rank grows
    - Beat the game upon reaching 4 star general
  + 2d environment
    - Main sprite can walk back and forth between screens
      * Screens:
        + Office space

Research

Acquisitions

Management

* + - * + Command central (shows satellite and rocket ops)

Intelligence

Cyber

Operations

* + Get funding by completing missions
    - Cycle: better training and research = mission success = more funding
  + Possible game titles:
    - **The Space Game**
    - **Space Game**
    - Space Climb
    - Space Victory
    - Neat Fleet
    - **Space Fleet**
    - Rocket Fleet
    - Pocket Rocket
    - Little Fleet
    - Space Fleet Tycoon
    - Space Defender
    - Fleet Tap
    - **Space Tap**
    - Space commander
    - Fleet commander
    - Space Institute
    - Earth to Space
    - Space Command
    - Space Control

Possible Game Engines

* PyGame
* GoDot (Totally free, python-like)
* Unity (Free, C# kinda like Java)

Version 1 :

* 2d environment with two different scenes (office and Command/Control Room)
* Hire people, no resume included, all have same results
* Missions are automatic success, missions only unlocked when prerequisites are met
* When organization ranks up, random person in organization steps up to lead created sections
  + You automatically rank up when this happens
* Not really hard or strategic per say, more an exploratory experience
  + Tap to win

My role:

* Game director
* Lead programmer

Additional Roles:

* Programmers
* Story/Progression Designers
* Graphics/Art Designers

Colors

* <https://www.w3schools.com/colors/colors_picker.asp>
  + All need to be in RGB format