Cosmic Cargo

**Theme: Don’t get surrounded**

**Special Object: Aerial Vehicles**

* Set in space
* Start in a space station
* Your spaceship works, but other needs repaired
* The pieces are flying about in space
* You need to leave to go collect the pieces, but enemy spaceships are spawning
* There are 2 types of enemies: one will attack you and one will try to surround space station
* Player can move (WASD), shoot (mouse) and dash (space, will boost speed for X time, needs cooldown)
* Player wins if they fully repair the spaceship, and lose if there are more than a certain number of enemies within the station camera view (“surrounded” – could have audio clip)
* Player can use tab to switch between ship cam and station cctv

A screenshot of a computer

AI-generated content may be incorrect.

Stretch Goals:

* Outro scene where enemies explode station if lost, or second ship explodes an enemy base if won