**Game Economy|**

This includes the loot, player health and shields, difficulty and Death.

**Health:** Increases as you progress through the planets. Starts off pretty low to incentivise learning the shield mechanic. Small health packs appear at the beginning of each dungeon depth, to help a little bit. But other then that, health packs are unreliable and using the shield is a far more sustainable strategy.

**Shield:** A toggleable ability that’s always present. Allows you to take damage without harm to your health pool.

* Mechanics
  + Active:
    - Can’t attack while it's active,
    - Drains its own health slowly.
    - Taking damage reduces its health for that damage
  + Recharges when not in use
  + When broken:
    - By taking damage that depletes its total health sets it on delay then starts to regenerating
    - Taking massive damage delays it longer
    - Taking really massive damage sets it on a huge delay
  + Can’ take health damage at all when blocking with a shield, no matter how much damage you absorb. Even if the shield absorbs more than it has health.
* Visuals
  + When active, covers player with a blue circle
  + When broken it pops off with an animation
  + More broken it is, the larger the popping off animation.
* Loot:
  + Different versions that operate on several stats.
    - Fast: Lower health, so they can’t take much burst damage but the recharge fast and have lower delays when broken.
    - Medium: A bit between fast and Slow.
    - Slow: large health pool, but slower recharge speeds and longer delays when broken.

**Death:**

* Death spawns you at the ship, forcing you to enter the beginning of the dungeon again.
* When you die, the game takes the currently held weapon and trashes it. The secondary weapon replaces it on spawn.

**Difficulty:**

* Level/Power: modifier in the code that affects everything. Flat amplifier that increases damage and health of enemies.
* Environment: Levels get harsher with enemy placements and combinations.
* Enemies(Dungeon/ Planet )
  + Aggressiveness
  + Stronger
  + More complex
* Dungeons get harder every time both in overall planet progression and depth
* Rooms must be cleared.

**Loot:**

* Gets progressively stronger in both Dungeon depth progression and planet progression. Jumping in strength when planets change.
* Color shadow and gun shadow indicates strength
* New gun types are revealed as the planets progress.
* Boss specific weapons can scale.

**Currency/Shops:**

* Not currently in the plan. Putting it here for reference.