**Project RedShift:**

**Brief:** Redshift is the working title for a 2d space shooter designed for the mobile market. Redshift takes place in an alternate timeline where the US, China, Russia, and EU have expanded into the Solar System. Players take control of realistic looking spaceships to perform missions. Players will unlock upgrades for their ships, buy weapons, parts, and new ships. Each Major faction will have a tech tree to progress through. RedShift will be a multiplayer only game for now, or a really straightforward single player hinting at multiplayer in the future. Using Slick2D framework, RedShift should take only about 6 months to do fully or 8 months to do completely.

**Factions:** There are 2 major factions in Redshift to start; NASA and the USSR. Corporate powers and other countries will join the fray soon enough but for now the focus is on these two all-encompassing factions.

**NASA:** NASA items, upgrades, ships, and weapons will be more expensive to get. This will be offset by more powerful attributes for each perhaps even each having a gimmick.

**Russia:** More low-tech and cheaper to buy items, et al.

**Ships:** Using a class-based approach will greatly simplify devising and placing player-controlled ships within the game framework. Ships will have attributes like: Engines, Gun, Armor, Specials etc. Each being unique and only able to take certain upgrades.

**Weapons:** As EMR suggested, Redshift will use reality-based weapons to help convey a feeling of plausibility. Certain guns will have a physical impact either on the shooter, or the target, adding to the mayhem.

**Engines:** engines will determine the speed at which ships will move *along* with their maneuverability. Debatably Redshift could use fuel reserves as a game mechanic but this may prove to be too limiting to the player, perhaps as a special game mode.

**Armor:** like the other two, Armor items will have unique traits giving each type of armor a reason to be used.

**Items:** Finally, items will encompass special weapons, or abilities for the player. Some can be one-offs that need to be purchased before every mission others can be used many times. Most items will be examples of the space shooter classic tropes: gun buddies, large AoE explosives, invulnerability, firepower upgrades etc

**Requirements:**

**Shooting:**

Shot lifetime – settable timeout variable.

Fire rate – settable fire rate.

Collisions – see collision section

**Procedural Design:**

Stars, Planets, Asteroids

**Level Design:**

Work on com.foo.redshift.shifts.BaseLevel

**Controls:**

Strafing – get to work correctly.

Physics

Re-mappable controls