**Steam Raven (Awesome!)**Game feature list

1. **Space ship features.  
   1.** Spaceship blows up when destroyed.  
   **2.** ~~Spaceship has visible upgrades.~~  
   **3.** ~~Spaceship has visible gradual damage when life gets low.~~
2. **Enemy features.**  
   **1.** ~~Enemy’s random spawn.~~  
   **2.** ~~Enemy’s drop temporary power ups.~~  
   **3.** ~~Enemy’s shot at player Spaceship.~~  
   ~~4. Enemy’s ships have random variable speeds.~~**5.** Killing an Enemy gives player some currency for upgrades.
3. **Asteroid features  
   1.** ~~Asteroids spawn randomly with random speeds (and now size!)~~  
   **2.** Asteroids drop bonus money~~, power ups,~~ and/or some form of other bonus.  
   **3.** ~~Asteroids cause damage to the player spaceship.~~  
   **4.** ~~Asteroids can be destroyed by the player from being shot. (And now have variable health based on size)~~  
   **5.** ~~Asteroids come from different angles from the front of the player instead of just strait down…. (?)//this doesn’t have to be, will just make it feel more real I think, not sure if this is doable or not.~~
4. **Maps features**  
   **1.** ~~Moving background of Space (stars) or other backgrounds.~~**2.** Mobs beginning, middle, end. (could be different looking ships based on map background)(?). // wasn’t sure if we were only going to do star background or switch it up a little maybe cloud city style or different color space (red, green, nebula) with stars… Just so it doesn’t get repetitive, or boring (?) 🡨-- I figure the mobs would be different on each level. But the levels are so short I didn’t think they needed to change on each level. Maybe have some hard ones mixed in as well?  
   **3.** Asteroids throughout each map, or other obstacles based on map background if different from stars…  
   **4.** End mob boss.  
   **5.** Power up drops.
5. **Upgrades features (store)  
   1.** Upgrade store to visit in between each map if player should choose.  
   **2.** Ability to purchase permanent ship upgrades at store such as shields, shield enhancers, armor, armor enhancers, weapons (different types), weapon damage enhancers, weapons firing speed enhancers, life bonuses, ship speed bonuses, new space ships models with different ship stats such as movement speed, hit points, armor rating, base weapon damage, possibly more forward weapon mounts so ship can fire from 2, 3, or 4 primary forward weapons (?).  
   **3.** Ability to unlock current level if user has accrued enough money or currency… (?) //not a huge deal and if doable why not? But I’m very indifferent to this on, I just like offering options…  
   **4.** Ability to purchase a 2ndary power up, or weapon, such that requires a time to recharge in between each use? Maybe some form of nuke that will wipe out current screen of smaller mobs and do damage to mob bosses if on screen, or invincibility for a short time, or something along those lines. ~~(?) //this one can go without as well…~~ <--- I like it, maybe we can have all different types and they will be based on the 2ndary "weapon" you buy  
   **5.** Ability to purchase a turret mount for the ship that auto fires at enemies that are in a very close proximity to the player ship and can fire 360 degrees, or maybe just shoot at oncoming enemy fire/missiles (?) // can go without this one as well, but sounds pretty neat… Just not sure if doable or not. <--- I also like this one. I think the proximity thing would be cool, although I am not sure yet how to accomplish it.  
   **6.** More forward weapon wracks up to a specific amount based on the ship the user is currently using (?) <--- I was thinking that multiple bullet points would be a temporary upgrade for the current weapon. But I am open to change or discussion.
6. We finish this bitch! I am not giving up on this stuff Brock ☺