**Name**

Planet Defender

**Gameplay**

* Stage
  + Small planet
* Player can move on the planet surface and has a hand weapon
* Asteroids fall down on the planet and have to be shot to save the planet
  + A shot asteroid drops materials
    - These materials can be used to build turrets, shields etc and upgrades to the hand weapon and the built tech
  + If an asteroid is not shot, it impacts the planet
    - If it hits a device, the device will be damaged/destroyed
    - The impact site becomes a crater
    - Impacts increase the planets temperature
      * Planet cools down slowly passively
* Tech Tree?
  + Only basic tech can be built from scratch, then it can be upgraded
* Win/lose condition
  + Win condition:
    - Build a planetary shield that 100% deflects all asteroids
  + Lose condition:
    - Get hit by an asteroid
    - Planet temperature gets too high