miningBelt

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//Last Modified: 03/03/17

-miningBelt will be a randomly generated asteroids style game set in randomly generated galaxies with and end goal, and increasing difficulty. The ship sprites were an early idea by Matthew and Kaylan Stoering. This iteration of Mining Belt will be made with Unity, and has an official start date of 2/23/17.

//Concepts:

/\*Ship\*/

-The ship sprites will start from a collection of sprites drawn a few years back. These collections include 23 wings, 20 bodies, 17 engines, and 3 misc sprites.

//Wings: https://lh6.googleusercontent.com/B8rNlrXclHTXDG-1TAh6jaN2Sh_Lv3pXqcXtmlCGF7qGJNduFWPQUy44Iq-qoEq4AkPpOCMkRTa9U3_QX5HDcRkhEhwhM3nybL5aY3n4DtPoh0cdIIjw3icBChODwryu5lYcVq0Yhttps://lh3.googleusercontent.com/-dznBtLtqM81zB9oTts7eNVgdK-XvjvxDcFjJme93Em8z9GuxaBVrs6ZKu_lenYuEZh5zKfbYjqEyrmeYJalg6GXOYhXGccRARd_oCwkIL6BkT6se-lbTanxFKDCssQB2qbyD7wqhttps://lh4.googleusercontent.com/4JR8kOhkab79JeMawKOpEfzRkrfk6PuGx0dNFGQ1vXHwbUSIr2JXSUXITqsmnXbHt1DxgKy6Fc8NDfKysMz7e_H4fHd3nN06-w8ofGfGRa839gFWqck6kwFlXlXj-OSyyz4AMXbihttps://lh5.googleusercontent.com/uQISKSKDQDGiX542vsm5voKx8jbwoTIeN5xDneUHXk4OrzKLJfzKGIKiDbGnWujfAF40vYRzDCey5j6EMEIEHXz0jjK4D26uKCVVI4aVG4v7GWOKzFujM311s33r2cStV5wS-9Cphttps://lh4.googleusercontent.com/V10swpRowxi4fOuwyD0u4R3JtbxfhstvHOD3kQxPRg7C2qHZ9XwuPPe_852lncmv38V7ZQuXikzrt69wK_8YaBPthVN3Acoozbk6pL9LkZzpF1ZKpb7VlcTxwSp2rkuSNycYw-G5https://lh5.googleusercontent.com/fhkRN8ZDSR3lXWxGy1Dquk4d90r3_wJ11xQzEwCwpfHFIMpJakSGpmaqBC5shl19amH_f4So-wBmASvsqZVoBAaVKKglfYFZcVBHKPQBtNiN597GS7v3NXFIWocBuDfDAseHN0e_https://lh6.googleusercontent.com/8EHm5AZGhq9DLmZzXyTPFpRDsOMc1JQxnJ5Hekqb8IMik_S7WwLs2LbePAW8Glu0lwWACB62dgVik3GlDtQIdKW3MblY_SuPylwV5727FuTr3bb4RgufJq0omTF0FQuvQm9KyXCjhttps://lh6.googleusercontent.com/4WdJdmNUNlrZPKFddomh-nXtjLvECrdOJJmMiao1SJqBsrLhqDu5kVHa6nxrt3GcDiS1m5W16Y5DPADhgVk5gsqzHAXSSoBpUCb3D0Pxn8pVqCpbDoLBd_Tute3GP82f7yU60BiMhttps://lh5.googleusercontent.com/tIFG5iXzoB6tScTMznU_OdOmkdugwplFc4cifV6OX8Qqk4WdF-7_T83iOhw3n3P5UfXspzQ2SGBJp_jyJ1dYcJXSPowlDglQLIzPq0mVoI5gFQoCZ7qGduyAA3otC5vjdqz0kHohhttps://lh5.googleusercontent.com/5zjUXuAWjlid5hmhW6LaBmEcN7OoK3MfEVZxYbONzGvLxNUv6fWcCpsXaiGmPMOtyaokFQ8qmygnOWZGj25XwVmSVUiT5qgEDNDPNVrXK3avzYe66xwQPymXZ-ibJJ3KKJEfglxQhttps://lh4.googleusercontent.com/KWO0TZSdLs38i3sG7zP4o5A46xY0yprxLRUhG0EzhLfVT3i_S4Yx6LGNwla_jTm51SI-z_AdapBVZ5RN07kbHCti_QzRgWeVTwupDYk-s-F7usMNdf6gVDMuUaYD8xRapIBMPWTDhttps://lh6.googleusercontent.com/TjDGzwpZbsQgF-k7RY8ZBJShYPhod3s0DbWzXTJIeC4_VgQoz4ILqjsGQAQSlnQgo6UNqInYX5HZClMZ_-0XDLCxPd8qT9UXDDaHXlCjg57lDygHl4lBWKm66R2i2DIE8BofUsLghttps://lh6.googleusercontent.com/Vw-YehSzcZMpn966-pKBo3U4uQ3NQF9sb0MJWxX8ATn91BK0ly4YYjeP7aLUNZx49OzQ4YuRtnk7rrh6rcFUs0mxoOUMBQCl1z9xxvWuPu2CG5z37q7ccmgHMiTSfwUiGL_kuuX2https://lh5.googleusercontent.com/t2L0j6npQvq9TyEBPrEu0fMG15mQgxYjYqiI2GbhnUmtluN_0YY3pzTPvr916nl1zqg1z3Q9H-eBfhclQEAJ_8j-Qy06Ck6wKsGgbZnSeoiSvuthAN7y94LK9qpQOS-rJ5Ni32d0https://lh3.googleusercontent.com/mQMX3snpaaBUCDV5Sd28fT8s_eosbKbJLL2PBcv7l1c_VAwQdK1wxGquoiCP0UNprIYWRwu7FMOY_LeRo2-CZQ6bsve4nPnfKCl3uGvHXABlwzanqhHQcJJWYvhUzE6ZAWrFiaAbhttps://lh5.googleusercontent.com/pLi7nU6ylskx9M5Dyi1Zn5H6AFghIB_ylu44nj4Z2W5KRgc7kgzKLRdTI1gFVsF7nl6RlDjrKPfWkAAq8cP426d3zL21A4N8UNCKuaka5QA8q-v8zbxP8yQMgQD_Fb10wiCBWI6mhttps://lh4.googleusercontent.com/zxUvlKoZofXUO3nPR4rGZGEPAG09kk3u8IKs9SThFlf33d6ay7irhm0Jc2Vl_h0j5Tg_cvRO1XFjwIBMcl4WAXC1pvPncJa25N5hm3J66PfZkerk09ZXG1v848tqn5mw4d6SuJqahttps://lh6.googleusercontent.com/U1XbuNaJlS_4OBks1w5GWBC9Bwj2aAMkO6qotAWbOKQLjsdxCFDZMvkntuqRfwbhtrcXX8eaT1vgugwsfdlI0lHnwL_UTZLijN0qo9LKFP8hNZ0LJx7oShS_mLplANvwybbPAZaQhttps://lh3.googleusercontent.com/n53iGV6INXFe0HkrVm54XNQByX-nm4Ro6CXU8PGSI_Ym61X37Vs3idwa2SCxVKdaNEZOsS4CNLOeC0ZDBlzEo1gzqTER9mQ3XhAZBR-zZfy1wj4xZH6WpSZBG6OF-2ySQxCBAxejhttps://lh4.googleusercontent.com/LOSSk8vYw0VyzIzxqqPkm8dTwB0rr2xqCclZ1mnsMlmeNGeWMqLm-e-7RtJ6S2xO8WvLBSYs6JiijwmytB2O0ov6pNNaRiZagqnRqoY2fRWSAPNAj8jB8j7iXZCJJ6SJkDEkdGJGhttps://lh6.googleusercontent.com/N-lUSuOhA3Z9pAqFFkESji154WewH_cvy7yb_nNwUJz3tsK94ItJMzlWEUxyzlgv-xe2kwSiUyid4DhX7yLW1H_E2hHLJiTYuSElihGt-HmwssWk_bg0JmH3W9IR4VjiLx84BO8ahttps://lh5.googleusercontent.com/tRfj8nhqJRiHrvaFqMTMhvlVTzfVRd5S3u9LSU9FuqM1B6RlN1-9_z8NAwIWuHgvqzQkVJn04TNWM4KzFxKhcWP3OklD6S--9k__Zy_tiEwhpXw20_AfB1vRPZGbyifusn-vV3yqhttps://lh3.googleusercontent.com/0-UmfftDC_qQhRexYdJKcgDgm0_poPNo3Hx0W-J4Jfjv7rC4CBNCeMZrGv2YN3J3NE5PCNaxMz2CTYdgXc4BM-cgftiI29g11EFZlTqAQs4JrXcQLw1GVVcsjYcuyPJ47c9GFTOD

//Bodies: https://lh3.googleusercontent.com/gyie8viLjLNprhlaK2887agpWags1z0H1ysTNZuH05KWaWz8ojQ3tdn-4z6L5xK0jmVP5y58RgPpLj6ioc3mODUeiR6qaEVSEm36BX6kjP0pdxdhd2czzYUUJW6m0ieIFxWPm7R-https://lh4.googleusercontent.com/9EZ5uVTQHW90aX8CbvPgOucg_Q315mU70e2hVz3vO7BHJ_s8ykyQ53Tq8tSlnFC0s-Pn7ycYRc55RIWNUTSlCULa7xE21WpYJduF6_49wVAioC85Kxyzk7DMPYI2Td3ckVbFLIgdhttps://lh6.googleusercontent.com/AczXHjC8m-mgU9bVGwm4kE_LDspW9D19mMr6lBtGahbu5ec8oethC9BzwTDCOY8hXD0WrBYtqTBslbLZzk85kt38SDum1y6SrgSQ9zQAwhM0Z5o4Wqonewz9gUZ1lFfpPhBUhJaRhttps://lh3.googleusercontent.com/tOlQJaZ3JGy2zQjt5KmFiGGLTL0h8vIRi6rkPSfGSXumQfcszKP0ROqgITROnL3ERyoT8AojZKrzCtnjoCofwFq_MO8D8jvc-kyNnAXn7mPvOiiHzzf1X-AlFcFSzdUT6rqWKOKNhttps://lh5.googleusercontent.com/dW4tOwk2OARSsF9Dvj7eMAc2Ojknc5OnEK7_iTYe5NAAtYm3lOioDhAOQ_ftUGEzih_71eVeZbIk5YZ5VOcqpJUkNJRyZcVXRBjV4rKdrtSsOLsQHlXv1GALfLXXGaB8OEJak1tghttps://lh5.googleusercontent.com/CSk5wbI7WvujMy-GcHDz-wJuNCe-_zqf5s48casy1D7wP-Lhg9e5gr9juzHGXTBKEIqfm6zX4DmNNEB7HPRveC22Rbp0Pupo9pc7d9YQ_6C3Qpz6GGquBBLvMjmRCXmcXpo6Koluhttps://lh5.googleusercontent.com/fTxgW5KzwoJLnfQDPuZ5R74X7aszKJCoVC1k2khSLoh-TTM1BLzu5JEVuPT0vfkABow5A7gaL6IlW46wtEiT8XplU-9qiyI-G53pWVogYnGBVxjhtH1ZUlbRyHqcCLbxlNjHaF5Dhttps://lh5.googleusercontent.com/k6r3NCFXcVctjmOZ8NXXvgVlR411cfgVK6EKVC_w-N6syFLaWq9Kiwrwdzuwg1M2IlHJ7fsyMgPjjwAohdvfCiL6StgEWdF_FS1z0mncDWxZ9hYxuE69DdUe_oPmAgUiPEAMr2pthttps://lh6.googleusercontent.com/_53fUwZn4Fz6CoUxSmvzUq3H1CYTbyJeDivJTyyvmaGIqDoP4b0gF21VuX6h2YSW3Xr-08CC7L5T5MlrUOYnHOVNyZf4H1VQI616X-QCTTmBd8FLf1beW242BhOAvdAM1Xfj-bKdhttps://lh5.googleusercontent.com/NHFvDLqAZRARR8iTeTAJLrxdcW9pZyEO4QS4eLvImbr8gY3D8n_yRwqC20dGWCZ3zhRHeQ6n8q7Y4zEB_39XYxW1f7WXXmpeXOYvtwpltYp5GXRucTjQUvQTQDBBFdhygRxEsl05https://lh6.googleusercontent.com/Gm6vQ7bWMh0zKNYGjwQh-b_Fi5KNWMP-CgBTe9kP5YhRJcUcR-nGPRMnUrvz-G3Gg00pAEri1pAl-a0xyqT8axggeTUZeI4zDwm7vf6jIH0SreDZCjfF9rETqZEvI2rKCnlZB_pBhttps://lh4.googleusercontent.com/NnhYGOc9fyJM36UixzyNn9KhshSk5pUd9hgiINt5Sk4ZULaSySFuom0Rp44qLLZrVqgxn0k62nlHuofcnKmNyKjn4ODQNgd6WFtJ7c271Dj1a5Uz0UXnnPxSx6TNbKBD_7wlwUzvhttps://lh6.googleusercontent.com/RRsAGww10qRDyyq_JO088tLkcI-t36bqzL1x_x-j7Jivse8msEYk4XkP9fF6E4RAsYQBz41qw3oumW0oOcqoSX1ie0JGRbfwodUmxbQi0SmUb4VeT5ubVrMKm8KPf-xKytOeoi6Jhttps://lh3.googleusercontent.com/o32VvzC9L50M5AbLdMEIkiU65TCKyuWexMVJB6loOxy1zS6XzaAPrOQCiwtsu9bJVV6zXo75TaakVQzpSveua76ZUW8vy_uWnONp93SXJ6Z02Imk2mn_w5uzDsOKXeEfHp5Cz2vnhttps://lh3.googleusercontent.com/0-cgbb_t6GA6S7K4kma7tusEKkj-0_th9oGVee1EUm8actVeou-puA-ETlQS_DtyTX6iTdOQl6vDoTmxY_627CjdjbAuflX64jY6qVUQBZqekc9GMo7KeuPmRkVjzwL9Q792qDdJhttps://lh5.googleusercontent.com/BA4EIhp0OiGr2y5Ye2ZA4g6Sso-fsfhBuReNWgo1Z1FrXRqdmoKftJa7uugZHRzywlw6-_1xPAUxQHnIajfIVS28dG9LC0kGMZjH2KdNuQDe4bOYvu_oIDOcKafx0icDoT_yvrhZhttps://lh5.googleusercontent.com/b3LMwIQHLwKd9V0qdrScxXqjdJTxXBbMQfEoGsE_7ydhDfswMtSEO_M_u7MjeFKNut4Juc8gsiymuIB2BWHZm5z7_F17E6guTf27GrUC4FXmFO-mCGKpyislwZUyci10S6iBHrAFhttps://lh3.googleusercontent.com/Ei7qyUNBO-yJHx2pqFcCoBcsm8I98gU1V2CnJvNV1k2EsZRikUe0CecoyiTtzJp_aJqBUZgYHlDIk2Kwrg39XdDt872tivQEWEgQG0xArIZ58TdWuZU-BThOMmqqQcHgV78hkiFkhttps://lh5.googleusercontent.com/dxPjMR3HiNaT6d-d8_HdArybpZYk8i3RuykrN75FNFTXxrg4Ucen_JGt7Npgka6b3uSL_jT7sNffJ4Cvtm82ncGTnURwclqYWME8THLFmqePqEDm1fWLeB7LjA8DGo0UqONB6m-Jhttps://lh4.googleusercontent.com/lPC3RXycSrNBnBVhz3HAKM2MXkNJezccFlr5US1AKZ6zdqLChgy_IDSCIBbBUdeQYEgjY__OQbXpZcPdiyTa_xBWU6IL28EbnTKlbdbY1mEhIhUsIbgkuBqTE-rQd5GBdSNx-zS-

//Engines: https://lh3.googleusercontent.com/I9PrK1aUy_ke4cD_tlSBln7S6gEwtua3zIrD0wIcQW5MhZyUfdVyBJp294qcJUirseArUqBGAZq6Gux2UkqG3PGZelxxFzSyGl7KD90uSGCQRTuo1prWIyjNeKSgZOFO_dnxmncxhttps://lh4.googleusercontent.com/3sIRm6lI_L-oe0Ti4jo6DF-CN05LS_lJVEKJqYCybzLM81iUUnBR-q3jouoUw51ouPhOoqRdOjzeee8nrt9YzZSqhzgRO4D-X8AuwwZLRp3ISftUIioV7kkq38WHjzBYSpzsMhAnhttps://lh6.googleusercontent.com/tI9Js51VsLhKhfcnx0q2Os1FW1osynUE9sskLnNwVRLmq7YI5pXUtUO7ypeUzOdKEhKQL0HIn0neQLMcv2NRM_AIDM-pUgA2Mfe2wdPvkWC0PF8rcqp7JqG7NqGCCeOfZK_LGIqlhttps://lh4.googleusercontent.com/RxDlcj5q_htS5Qw2Eouqv7XP-BoTwclZRp--IjRRXSviEibn1SFbUz6XxBmPmubwiSDHm0LxQ97orUyrqtB2RMTixl9XtjpzeA2wuYEVywOz0bFOT0rM43EeYs2wJqGG4XNQVmIrhttps://lh3.googleusercontent.com/L8HUNna9irKl0PxVVp6qoU2QGIHPpYVx0_Tr5qBSzuWBzuFI-c3pQw36YLTizk13xW_gUVxPlgM0CZLa36aOZhUsZ5OIQ1Gt-nI2E7WXXK-gJf_qihV1BCiiaSpRI5hK_Fg_XyZnhttps://lh5.googleusercontent.com/f4sTZ22qcbVspNIPL0Rvvmpe_FL1co2JuyeP1-IXSWENjod5pmQO7qdA2nRewwanTp8vRHIKRkiRSyodJjR6B7M4ATRLmeiNr3EOotjrTgTzkgdixgjPktGkmJ_WniI0qY9TnZJhhttps://lh4.googleusercontent.com/Wrw-Iawyej7Es5emlvSGEjs-fzMUAopklFm3-z46f6W1RroR6xHfgkJLukdXzOIdhawyts39Q7k9iv7R3fKuyjq-LwTrZ2jUhnBTX-zSqFD6Q1G00BzwRm2FmqslRjfSnISq-2JRhttps://lh5.googleusercontent.com/QcFH_jHNTUqze9zMTAygvcoS1dUDYb1CGY0CYMUa24u4HkoO9d3QCfeClKLCzg3pZH1uS3c2VY40_h8CD7HR_hhGwLZbJTaMeDuO-gqgumJNx4xt73PVafPQJQ476g1eOlkWuafZhttps://lh5.googleusercontent.com/5sa2YcZVBzjsv0lT9UfuBCpw0QIw5y4tpwe7CmPm4n8f8GYkE97mw-gdBevhit5jFtWFzD7nS0vnzUp1y3wxwf0yyji09Uyb2dRmQWsQciTNXRMyu-bX3VvGSaPlsn7jXYIApOMlhttps://lh5.googleusercontent.com/av4Y8IDozZuah0C61g2vEXT0spgLhFS_S_Tknhbn3vsL1-zdWmaZX5EqSguK49yP90lyIzyR-65nOZWCu91UI7fIYjjDY0vWbLs-r1OWl205Bkc4o8cU2Sz5Z7EjTP09f0h6p52-https://lh4.googleusercontent.com/KIVCEM-Vz2og3T9y2juK6KCEQwyp9FVBU_5lqIQEa9EpVg8xy1zHawbPoOn2GUTXXFx0v4CtaupbDq_VzdnrHQ8y7JHlWNsumOdsvRGXcMBsZMlXCn_CxFEGf5sfTrg-oBwiWkIHhttps://lh5.googleusercontent.com/FJNoz1MXzqhE0u4EMNKr5B7fFN_XxzTgWKsAKPO0bRyJyde6TYnRQdcYdyhuuDJLbemDyP0X1Uhsod6AzC5WA9gIlsIXU_D9Kqg06rCH0sJmrJS6aa7ZNoFMSLAesJ-l2lgolhGqhttps://lh3.googleusercontent.com/BcqNqK7p4nCJMZTFqRFD_dJNibhtK7P1tVun0o90dxhL26DnxYzbQ-Boygh4OXRNvER6rfmcFhxrkcj0vcpH29WZ3_MQAjBEir4K3h4GSwZTCgdHhjmCrQzonCd813t-zLrfVFiGhttps://lh6.googleusercontent.com/HxMYDtTAci0_hZKgTNWrJ8UhJIx_bZoQe-CLNc6lk3Mfmua8sLWasu1_5gNRZQk2slLrVRwPfe8Q2lYWZflN22em5vCA6MgIMA1yxeGORUEKLjO2kNLVzndMyD-Brfqf-jOwV2NFhttps://lh4.googleusercontent.com/SdMUjYcivwIGj2UpRxIZspAxNcdA4BQ6te8jY1bnByUdCPEsPM1Enn0zyL_GxzjawdLriFckpGdglJZd5FXF7Q6CgcmxTc4eDwjhlNFXfQybEh7KRFqYW_plJ2lovkYapgpZwr73https://lh6.googleusercontent.com/vVpfBFeuAqvB9S1t1UqLeoEoXPWMEBXzp22UTAnnL_6_arxZkTZZanwftlyFOzySwxgB6Eyu7DX18zm3xMVu-IBspx8BDScZmM4dEZElYsLl0tQmPvyNlcDJzq5KepKju57hRH-rhttps://lh6.googleusercontent.com/Ce3vp8CxrxrNWQzGDrG07Qe7Brcsj2eZiHsYUfHFo1YUgTWBrWGgv4-_pWlG_iS7j4lmHAigZUc19dj6zI2s-LutZyeTcFsIWSazU3t8D1_qfSEGzzQqpwzosTaX2aCzN-WqbuGm

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-More sprites will be added as time passes, and will be in the same pixel style.

-The player will start with a basic pod https://lh3.googleusercontent.com/KCvAlShROtIAsCAJnfNiJMm02esxVxu5mUq2nquYl-vuMkHpgZMltM-4CG3w9GkE70mrZRWciwMgbKe5BvZKxXWqKiTxgUf2ZKLA01VnXYZ7kF91A1c6AwPOGTfKOMYGDhQnElXv with simple movement. All stats will be set at the lower caps. The pod will include a mining laser so players can collect materials from asteroids. These ores will be able to be sold at the planets found on the map for money. Players will then be able to upgrade their ship’s stats, parts, or weapons. As players add parts to their ship stats will be improved and ship performance will reflect the changes.

//Stats:

-The player will start with minimal stats. As upgrades are purchased these stats will increase.

-Stats include: ship.Shield, ship.Hull, ship.Health, ship.Speed, ship.Attack, ship.Mobility, ship.Cargo, and ship.FireRate

-Will appear in GUI as base stat(added stat) “ship.HEALTH = 10(+5)”

//Movement:

-Player.js controls all movement. Depending on what buttons are pressed, the ship rotates and gains force towards transform.up. Rotation and force are also applied to GUI, Items, and Camera. This makes the GameWindow static.

-Chunks are static loads. No movement is applied to the objects in the world.

//Weapons:

-The ship will be capable of carrying two types of weapons: energy and missile. Energy weapons will be best for breaking shields and penetrating multiple enemies. Missiles will be the damage dealers and will do splash damage to surrounding enemies.

-Energy: https://lh5.googleusercontent.com/LN4_GGITNM8mEMn14cKuQ_Nmbt-EoG5582RLPaM7qoQDPu4rH03on3ULp53PejE9tzvZURy3A4ShhhuJNxgJ5FbommCOyRpr_D8AWZGan__ZH2MYVHbUnJ1EycuZd8rYotprpUV6

-Missiles: https://lh5.googleusercontent.com/ReeLmunOd4H0n9N3_Bh-frvBDd-cNiKNAEOV6VO_UJCN94Sk5cWCbkWHk2tqA4o07wP-l5cNzpDlcG4Xt3Yfw_gWpuyFpYMRDTOKbwIiC4m9lVhUkQF-P_VLv7OmJvhLbeXVti3_

--Spawning:

-projectileSpawn.js spawns all bullets. missileSpawner and energySpawner are the objects running this script. Weapon and variables are added real time as items and mods switch

-Includes mod variables Split, Spread, and Speed. Ad mods are added bullets will change.

-Split: 0 = 1 bullet, 1 = 2 bullets, 2 = 3 bullets, 4 = 5 bullets

-Spread: number of degrees between bullets

-Speed: How far the bullets travel in their lifetime.

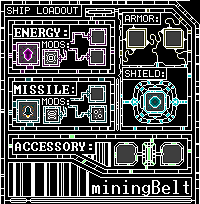
--Movement:

-projectileMovement.js controls bullet variables, movement, and destruction.

-Projectiles will follow a path on transform.up till the lifespan of the bullet expires. Speed and Life are open for editing, to change projectiles realtime.

//Item Loadout:

-Updated Loadout sprite to hold weapons, mods, armor, shields, and accessories.



/\*Items\*/

//Armor

-Armor sprites will be added later. Armor will be ship various ship upgrades including:

centipedeTether- https://lh3.googleusercontent.com/Yo0ogAP03sWprj2GALO6K9ofkT9mDCJp7gx-fLON7Pe6yKns96cdhIuNM3WlQavv4e87M2-qZwgmXWgmpxKfEm99JsyYtiBmIC7kwe3ZbdWAcoI6OPBuRMwc3MQMXQ4HmyqTmszSIncrease cargo hold by carrying asteroids outside your ship, in a

tether chain. If the chain gets hit ores will fall off and need to be recollected.

nanoHull- https://lh4.googleusercontent.com/RBBOR6-hQsdYGKduWi4mVFbUAZA0HALu4XNgWahND1LopC-4Nww1rAkrd8BLeLnoXku9XUv4cvIapBEgwnhhdDBfTXU4LxtdyEsfQReeqJn5yY1PA7hoXBEulBGXBZnVAqY8hGULRepairs damage automatically. Nanites use energy for repairs though. Energy weapons will be down during regen process.

//Shields

-Shields offer protection from energy attacks. If shields are depleted energy will start disabling systems. Shield items included now are:

smallShield- https://lh6.googleusercontent.com/s7QT11vEKLjQ0cR_8OOrcdsNJPo7LwW_IRGA5OO4oTd0HA9gLkQNrgSRMawSF1WltbMw8h9SUv7UjvmDdalDVqC6XD0QzF_07scUZ_EA3VXd9-2oqVh2py6MzNqfMMevOnXlCA9RBasic shield. Offers protection from one energy blast before re-

charging. Recharge time: 5 seconds.

//Energy Weapons

-Energy weapons will be absorbed by shields until the shield breaks, then all energy will begin to disable enemy systems. Available to modify with all standard weapon mods.

smallBlast- https://lh3.googleusercontent.com/QhwxBhfCJ3Wf8qVhZ_sYhZeH7m6KOcDNOZlv6VbFALb6s6Xfu6z8JjXmx-74JOjfNvIfdJfwxfCGD-OTt-IOEzEm_MTn6MM4Ug_ubzq0-WtjpCsXDJCrVH-0CYKH724rDvGU_KINFires a single energy shot. Tier 1, slow rate of fire and low

Damage.

//Missiles

-Missiles are canceled by shields. Once shields are depleted missiles will do massive damage to enemy ships. Good for destroying structures.

smallMissile- https://lh5.googleusercontent.com/xO81mub-OBQFy7T8USLGXLGlKVLb0xVB9S4QfEmBgJoIdcRxeMSNCvoqxDoF2PI4bTOhT8tBaaHdwZCtg7ogRkpKJys1Wtl-TJg-TiMvi_UKimYgwa-ImYU0P72a1eTwGf6GgOUoSingle missles. Tier 1.

//Regen Items

-Regen Items will be added later, used to regen health and shield.

//Accessories

-These will be usable items in game. Only two are equipable and can be stored in the item storage.

spreadGauntlet- https://lh6.googleusercontent.com/A_iw6e_8ZCv7EH3EjE5ZdPriaQbGikGckmdeDDMgF7t7v3GjBni21BJKy4jWTfYV_to-5jZC-WoHNU9gUGjokS-wcgks6Q00CayyFpdiRDk2SZrl0jxY4cLJEE8T5FZSki02bp2rActivate to shoot on array of bullets ahead of you, clearing your

Path.

chainLightning- https://lh4.googleusercontent.com/HGznns8vFl31WN1ZFhNLA-0fnNH-wA1cP1ENl87ZlTz-v9SBIchAWM0J5OJ-IXp9X85PD9P6RRFBtyl5qf921qW5vFpnrb7lF-ke9fjbBzlRYa6qc7bs1qIrj0EvIrj-rIO4WiQVActivate to zap a ship, and all objects nearly enough to arc.

//Modifiers

-Both energy and missile weapons will be able to be modified by a set of modifiers. These modifiers will include Split https://lh5.googleusercontent.com/VKKeucBPfRBHOXRiIxWvkf99IjrMmlk6t9WwPeGhFu6sZW_6fD4CWUlVKRYUSl4XGxNudr9jetEkfK98pa4XBPsKjQzUZeiFi_aTB8BEqZNO4BZTRBEpKE_wD2VKfB9kdO0f-N7T, Speed https://lh3.googleusercontent.com/FMneTCB6IoXD6Xz4I-lpfj59nPcRFkUmoZECNnQTH7GcKDCxn_GKbrRbocTm3JrpktZwD9mI5Tzxge7c4z-ZOjv2tROeLqlrm-i1_VObPQ-rm9UDFEGigBGG-yT1vfBlTE1E_252, and Size https://lh4.googleusercontent.com/9t14B2M-4Z5PF30b4ARQvaOSSUbRIvtAvY5MRHXzW2_v5UhqLFIgIj9_sCwHtxV4m9Pertr_c7Nvodb9IkGv5yiZGAyJe7I07ND11hPKlpMswVqFPOI7mH2ar3thmrLgz-dWsy_j. Each category will have multiple tiers of modifier. These are V1 sprites as of now.

/\*LevelGeneration\*/

//Chunks:

-The game world will be generated using chunks similar to how Minecraft loads chunks. The chunks will be 1000x1000 and will include different spawning objects, depending on random variables. The starting area will be a 2x2 chunk cluster with you in the center. As a one chunk radius around you touches the edge of a chunk, a 1x2 chunk cluster will be spawned, allowing you to travel farther without ever seeing the edge of a chunk. As the chunk number increases, the complexity coefficient will also increase, making all future chunks harder.

//Complexity:

-The complexity variable will have a low chance of being triggered, and as items generate complexity will increase. When complexity is triggered all stacks will be used to generate a complex structure. Depending on the time between complex structures there could be three small pirate bases in a chunk, or possibly nothing in three chunks and a massive asteroid field with a hostile mining colony at the center.

//Asteroids:

-Asteroids will be the main entity spawned. They will vary in size, and hold ore. Small asteroids will break into only ore. Bigger asteroids will break into ore and more asteroids, until all are small and only ore is left.

-Ores:

-Copper https://lh3.googleusercontent.com/if-qh4SC2XxNsbXQcDdODtU9dntp17Z5subaP2ockR9JZAs9vKKI-ic0naStHKlo_J5pifK3NkPPPzuLybKYqOY9QqtN_Jo7T9CgEgT3bYUPeKTeoyV95dPr69H4GEbwdc3E-39m, Crystal https://lh5.googleusercontent.com/mnApIIb1WVFPzsrU6AAfh0YyZVciyh2au3m-KA_F62XP-LXNZ4RUffKn4EBtY82I3PNGPWDFZ9aB7R412LSj-WIyQ7thW2pV9unChmtXtWC2AG_iliKgzuXZyTOZ4T04zlw_IP0j, Diamond https://lh6.googleusercontent.com/ZQDbapIf0nybHS4zA1m8v6h-MUjuxJb80eml5rS3arsY3PKFJIRmJNV63RnVp8dREYyYAb7uEsHlbN_HiUm0NYHeNVaRfjqfaAwIbuGhVzmfFFn59i1dTcrSkJAYD0Y787ieNGFz, Fluorite https://lh4.googleusercontent.com/GZBXwknp90azdM2veMa3NzLgYeCHOyrXXOkmout6esJn-HQi7gFcY-S6euBTNCXB6BqbAAxX0CSqPocspbKQ6XirOcpIFyr7yYkQFjNGMLGjMPheG20ZccaRW8qi0CPjOzIEny_i, Gold https://lh5.googleusercontent.com/j-370VBYTk9MKHOMHGZbjVB4TOVWJLpscx4bP9f5wEh2nNBcJ3T45bweLRFNNHLwlaqflc1YY89TTTadq5Ulu54y5BFe-mFhKyfw8ZLc5_GJioMBNBv5Qjj_Dq7oAn4BcuEjZgBJ, Magnesium https://lh3.googleusercontent.com/831orxHo8Rw94EmWSGhwdpUNJgRpCcW1bzZ2DnwXlv2xCc7DWU-zKSNisqk3IybQvpmgacehyS2WBbjHSsof3hUebDBJ9S4aICmdqsDj1_RdCKWlHG_vxqDbyQo3seUhYpYJ2Dyt, Silicon https://lh6.googleusercontent.com/MUTwvjQJAkaB5FJHH-QAtCczUhZ-C0YxTCRMuh3XgnvmY1nR7_UIAyTxNMAcy7GqbtM_j9Y1PQV_KkjXOdMBHrFgfPOyuBjTY4CmFJ7azQ4q07gX_fmXAe31n7vn4JeIJ7Lo22rP, Silver https://lh3.googleusercontent.com/ZBINGnTHqGcMIIHymF2dJDRe5pjFE5KKVkOBS1tTPnK2YyYUhHZVMZ6ozQXcOkBsuBujfOshkH1RanpMMnWXabSHbRi69GraW0066vr0HsHxrvdOI0mOZJz07HsDGMwn9OzWGOW3, and Uranium https://lh3.googleusercontent.com/yuSgGb-z0fN1TZeQ0yPUWMNjCsuSt1QHAExdMIdNg1Ar6zSwa3h49jUlNGeSALAjQB0c7WJ9W8Y_Uqn_u7kKfzlI2xWewQxI6v6sSROj0OEh8z68Nu4jO7I7ryHsD7kLyydQ-Usv.

-Prices will vary on ore. Copper is the lowest, Fluorite is the highest. Spawn rates will correlate to value.

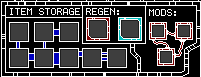
-Updated Cargo Hold to hold ores. Will have 00 after all ores, as you mine new ores, number will increment (01)(02).



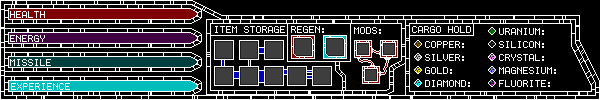
/\*GUI\*/

//Bottom GUI

-Updated Item Storage to hold items. Regen Items will be added later, used to regen health and shield.

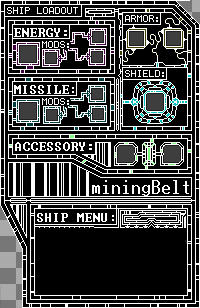


-Complete bottom GUI prototype looks like:



//Mini Map, Stats, Loadout, and  Menu

-Loadout & menu now looks like:



-Will add menu items in Unity. Pause, exit, etc.

-Here is the current Side GUI sprite. Will update when modifications occur. (Wrapped 90 degrees)

