Populate the galaxy with stable star systems. Use chemical elements to build apropriate stars for each system. Control the growth of the star while keeping an eye on the planets to make sure nothing bad happens to them or that you don't create any black holes!

Features:

- Star Factory is a **Real Time Simulation** where players need to control the growth of a star in order to make stable Star Systems.

- The game is played on an top-down view of the system in **3D**, with the star and the planets all centered on the same plane.

- Players must feed the star with **Chemical Elements** from a limited pool, to affect its **Mass**, **Size** and **Temperature**.

- Players can feed the star a selected amount of elements or throw an asteroid. Throwing asteroids also costs elements. Each time the player uses a type of elements, **it may affect his pool of other elements.**

- The game consists of **multiple levels with different challenges** to master and different objectives to meet. Players get a score at the end of each level acording to how well they did and how many goals they achieved, such as achieving **Target Mass** for the Start, controlling the Star's **Temperature** and **Size** to induce planets on the system to support **Life** or ensuring as many planets as possible survive the growing pains of the Star by managing their orbits.

- Players can throw **asteroids** at the **planets** to adjust their **orbit**. Asteroids can vary in size and are made with the same elements the player must feed to the star. Planets can only sustain so much **impact** from asteroids (or other planets) before being **destroyed**.

- A **map of the diferent levels** that is shaped like a **galaxy** and lights up bit by bit as the player progresses through the levels.

Player Motivation:

The Player manages a Star System in each level by using different Chemical Elements, knowing that the fate of the system hangs on his every action. The player can also be driven by his curiosity on how the Star System works.

Genres   Puzzle, Simulation.

Target Player:

Casual Players.
Players who like space themed games with realistic elements.
Players who want to fully control the game environment in diferent ways.

Competition:

Other games where the player has a God-like role and creates systems (Planetoid 3d).
Other causal titles where the player has to play through various levels atempting to get high scores (Candy Crush, Angry Birds, etc).

Unique Selling Points:

- Control a Star System by manipulating the chemicals that burn inside the stars and manage the planets and asteroids to make sure everything is in harmony.
- Realistic representations of space vistas with the rendering of the levels for some space eye-candy.
- Carefully crafted dificulty curve that will unwittingly teach players about real astrophysics and the life cycle of starts as they play.

Target Hardware   PC & Mobile (Tablets & Smartphones).

Design Goals:

- **Educational:** We want to create an engaging and interactive experience that will also teach players about Astrophysics and the Life-Cycle of Stars as they complete the game. This is will be achieved by requiring more and more knowledge that will be introduced slowly as the player clears levels.
- **Challenging:** We want the levels to take more than one atempt to complete, and the strong visual impact of the catastrophe that is a star dying when the player fails.