

# Lone Pilot Protocol

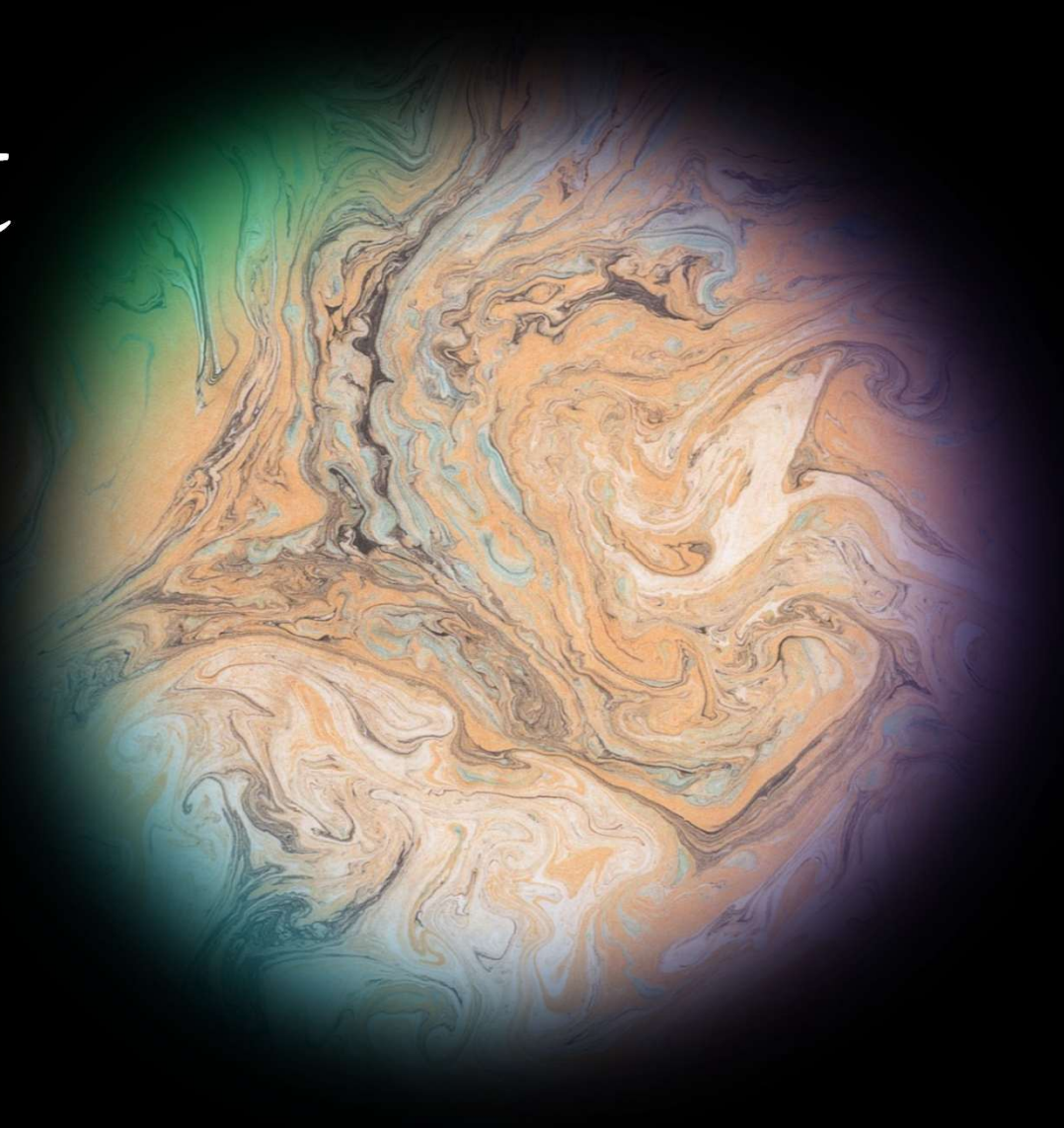
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# Controls



# Story

- Lone Star Protocol is set in the future where a hostile alien species has invaded a critical space sector filled with asteroid fields. Their forces attack in endless waves, preventing human fleets from traveling safely through the region. You play as a lone pilot deployed under the Lone Star Protocol, a mission designed to push back the alien threat one battle at a time. As you fight off incoming alien ships and dodge drifting asteroids, you'll earn credits to spend at a mobile supply shop between waves, upgrading your weapons, repairing your hull, and preparing for tougher enemies ahead. Survive as long as possible and reclaim the sector from the alien invasion.

# Main Objective

- The main objective of the Lone Star Protocol is to have the player fight endless ships that increasingly gets difficult with each wave/round while also avoiding asteroids. At the end of each round, the player has an option to upgrade their ship to be even more powerful for eliminating enemies with ease.



# HUD/Player Interface

- The HUD continuously displays the current wave number, the player's remaining hull integrity (health) to reflect survivability, the active weapons system status including cooldown or overheat indicators, and the player's collected currency used for upgrades between rounds.

# Enemy

Stay on your toes as the enemy starships will be approaching you from 360 degrees.

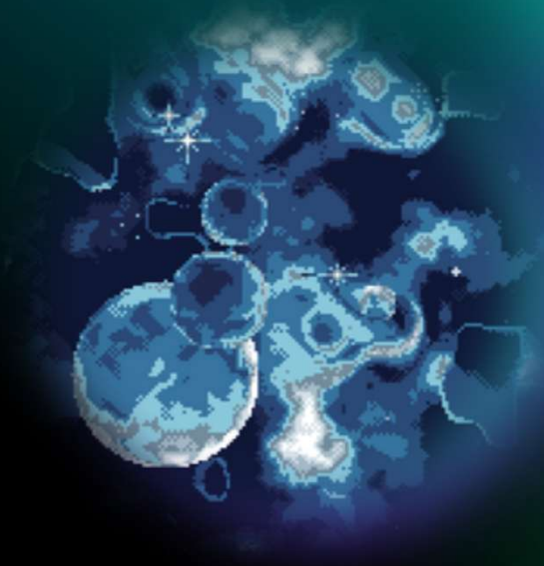
- The enemies will be constantly tracking you, however they must be within a certain distance to lock on and open fire.
- Featuring differing weapons systems enemies will do a varying amount of damage, you will be able to tell the different enemies based on the starships color scheme.





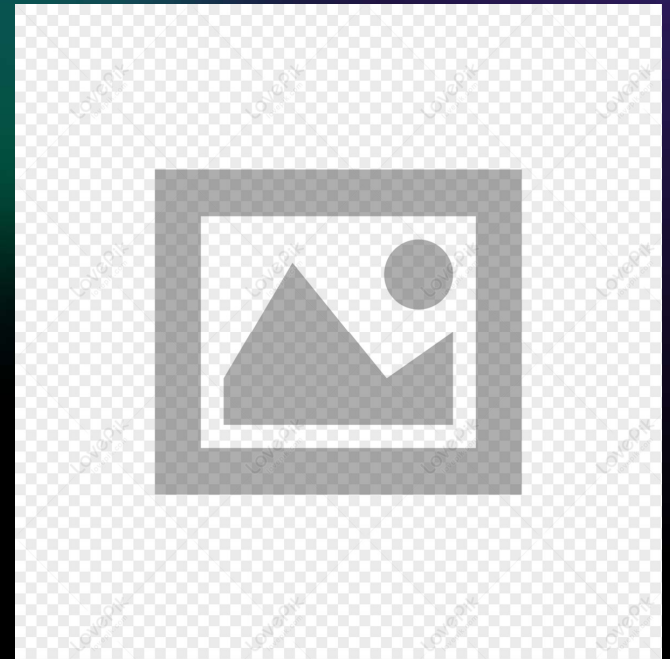
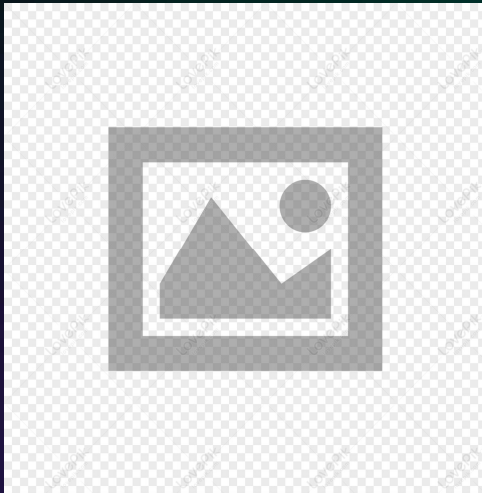
# Map

- Watch out for the floating asteroids, if you crash they will damage your health. But also keep in mind you can shoot and clear them as you forge your path to survival.



# In Game Store

The in-game store pops up between waves and gives player a chance to repair their ship, upgrade their weapons system, increase their speed, or upgrade armor through the use of points collected during a round.







# Events

Enemies come in waves that once completed trigger events such as-

- In Game Store
- Boss Battles
- Cool Down Time

Once completed with event the enemy waves resume