

## Invader from Space Feature List

- + Players traverse through planets, gaining a reward at the end of each as a main goal.
- + Players have the option of one of 3 loot choices after completing a dungeon.
- + Players have the ability to store up to 10 pieces of loot using Character Equipment slots. These are equipped when chosen at the end of a run.
- + Items give players a boost to statistics or an ability.
- + Abilities are used in combat to assist in invading a planet.
- + Difficulty of Planets increase after each successive raid, allowing for varying difficulty & progressive gameplay.
- + Generation of Planets is randomly generated, as well as the Item rewards being selected randomly from a set pool.
- + Game Manager processes inputs from controllers and maps those inputs to in-game actions.
- + Game Manager process real-time gameplay with inputting and actions.
- + When choosing an item after all Character Equipment slots are filled, players must discard one item from a different slot to replace it with the newly chose item, or discard the newly selected item.
- + Player has stats that increase damage, movement speed, defense, or health. These are boosted with item rewards.
- + Player gets default actions in game to start and unlocks more using the item rewards.
- + Players must manage item resources to boost character abilities with tactical choices.
- + Planets feature a range of randomly generated creatures to fight against, resulting in varying gameplay on each planet.