Space Game Actor Ideas

Friendly

**Planet** - The big circular thing in the center of your screen you’re defending. It’s immobile, and takes damage any time an enemy reaches it. It is NOT damaged by regular enemy bullets. When it’s health reaches zero, the game is over. Additional planets for different missions may arise later in the game. These may have effects such as lava flows and other environmental hazards. Other planet ideas proposed are a level in which you defend two planets rotating in a figure 8 pattern, or a multiplayer mode where each player defends their own planet.

**Player Ship -** The protagonist and object you control in-game, the player ship must defend the planet until the end of the level. If the ship is hit, it will disappear only to respawn later. However, the time it takes for the player to respawn increases every time they die, meaning a longer time that they leave the planet vulnerable. The player ship orbits around the planet and can change the trajectory of said orbit with movement keys. They can also fire bullets out at a limited speed. Both the trajectory of the player and their bullets are displayed on screen. There have been numerous suggestions for power-ups the player ship can obtain. These include, but are not limited to, shields to give the player ship temporary invincibility, special weapons, increased firing rate, or satellite ships to aid them. Speaking of…

**Satellite Defenders** - These actors, obtained by a power-up, would constantly orbit the planet as allies to the player. They could absorb some hits from enemy units if hit, acting as a buffer for the planet. Whether or not they themselves could fire bullets is still undetermined. Whether or not they would be able to collide with or hurt the player is also undetermined, though if this were the case care would have to be taken that they were still an overall positive power-up.

Enemy

**Asteroids** - Enemy that moves in a straight line towards the planet, probably at increasing speeds due to gravity. Deals damage to the planet or the player upon contact.

**Enemy Ship** - Standard enemy ships move straight towards the planet, but also occasionally fire single bullets towards the player.

**Orbiting Ship** - Orbiting ships don’t try to move towards the planet, but orbit it (spiraling inward) and try and shoot at the player. The purpose of this enemy design wise is that enemies that live longer are less of an immediate concern to the planet, but create more problems for the player if left alive. Should have some visual differentiation from the ships moving straight.

**Bomb Ship** - Bomb ships move towards the planet at a slower rate than regular enemies and don’t fire bullets, but when destroyed they release a spread of bullets outwards, say in the standard 8 directions. The purpose of this enemy design wise is that it creates an enemy that the player has more time to deal with but which needs to be dealt with carefully.

**Zigzag Ships** - Zigzag ships do exactly as their name suggests, and oscillate back and forth on their way to the planet rather than moving in a straight line. They are otherwise similar to the standard enemy ships. The purpose of this enemy design wise is to have an enemy that is harder to hit than normal.

**Orbital Laser Cannon** - Orbital Laser Cannons are larger enemies that stop moving towards the planet after they get a certain distance from it, though they may very slowly orbit it. They will take multiple hits to destroy (suggested 3-5 hits, balanced depending how difficult aiming is). Once a proper distance from the planet, they will slowly charge a giant laser (suggest time 5 seconds or so, but this is subject to balancing after testing). When it is done charging it will continuously fire a large laser towards the planet for a couple seconds or so. Unlike regular projectiles, this laser will damage the planet AND the player upon contact. The purpose of this enemy design wise is that this bulkier enemy will be harmless if dealt with properly, but if left unattended can cause serious trouble for the player. It’s secondary purpose is that lasers are awesome and we need more of them.

**Battleship** - Battleships would be gigantic enemies that move slower than any other variety. Though they would move the slowest they would also take the most hits to destroy (suggested 8-12 hits, balanced depending on difficulty of aiming). They would also do several times as much damage to the planet as other enemies should they contact with it. Battleships could also have (perhaps on a higher level version of them) turrets on them that fire at the player (perhaps one on each wing of the ship). The purpose of this enemy design wise is to have a big boss-type enemy that the player has to focus on as a primary threat, but whose slow movement also allows it to appear in tandem with smaller threats that can be dealt with more immediately.