Moving retical, bounded inside a larger box, when it touches the edges you then turn in that direction.

Shop

* Armor upgrade
* Health regen
* Multiple lock on
* Extended boost possible
* Additional lives
* Additional max ammo
* Different player models

High score board

Limit the time player can stay in boost mode

Slow the game down, bullets, enemies, forcing the player to attempt to dodge things

Separate the canyon out to its own level

Give an introduction into the game using the rolling text

Move enemy spawn to runways on the ground

Allow the player to kill enemy spawns

Add turrets (stationary enemies) to the canyon and parts of the city to increase the difficulty

Allow the player model to move around the screen

Add bombs

Add smoke at the player when you shoot a missile