Task: Think of more features that could be used in the portal prototype

Rockets that are very easy to hit the target with but do little damage.

Rockets with different mass that will interact differently between planets and gravity but do a lot of damage.

Give players ability a shield ability either to mitigate all damage or only a part of it. Will sort out in playtesting.

Split the ships in multiple compartments such as Artillery/Shields/Targeting/Crew if players get critical strikes on any of these locations players get slower firing artillery, slower charging shields or anti air, slower targeting reticle, slower everything if crew gets hit.

Give channeling abilities to ships. Take time to charge up but do massive damage. The only way to cancel it is to hit the part of the ship that’s channeling it. Like the artillery part or another special one.

Give players the ability to customize their ships and the modules they will have on it. Such as a player choosing to have 2 artillery instead of 1 aa/shield and 1 artillery.

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Different idea for the mechanics.   
  
Scrap the whole portal idea and make an alien invasion where the players choose their faction and then fight it out with alien and human ships.

The physics mechanic would be basically be like the android/iOS game Paper Toss but instead of paper you would be throwing rockets. With your finger at the enemy. And the challenge for the player would be to figure out the mass of each type of rocket they have and fire it accordingly to try and hit a critical subsection of the enemy ship.

Could be done turn based aswell.