**The Moon**

Storage & Power-Ups

**Theory**  
River Chick

*The Moon:*

* Floats around your planet
* Can store up to 8 pieces of rock (mineral or just asteroid rock)
* Player can tap and remove from the storage when he wishes

\*When player taps on the moon it will glow / light up letting them know they are now interacting with that object. Possible sound effects to be added with it – backlog but possible.

* Drag and drop onto the moon and then tap – drag off the moon the move it somewhere else
* OR
* Things that hit the moon stick to it automatically – when slots are full, the excess rocks or minerals hitting the moon will bounce off into other directions

\*Moon will light up / glow briefly as something collides with it as well as when the player is trying to remove a piece\* (showing that it is able to be interacted with and that things are happening even when you are touching it)

* Could possibly block things that are flying into your planet

With this implemented in the game we will be allowing our players to not only save minerals, (meaning they are thinking ahead and therefore meaning they are planning to still be playing the game) but also pay attention more to what types of asteroids are flying around his/her planet.

*Portal of Destruction:*

* Buy it with lots of faith points or outright with a small amount of real money
* Black hole – can be placed above, below, right or left side of the players planet (cannot change position once placed)
* Anything that goes through this will be destroyed

\*Sound effect for when the asteroids go through it to indicate that things are happening, due to the fact there will probably not be animations of them blowing up through the portal – if possible create animations\*

* If players wanted it to save minerals that go through, then they can either buy it with a large amount of faith points for a very small-time frame (a couple minutes) or you can buy it with a small amount of real money for a very long period (a couple days maybe a week)

This allows the player to decide if he wants to go through extra effort to save certain types of asteroids that are about to fly into the portal. Many rare or uncommon things could be lost through it if the player doesn’t pay attention to what is flying into their portal once they have acquired one.

--- Possible temporary power up is a very brief period of time where everything moves slower allowing the player to look more closely at all the asteroids on his screen and choose which he wants to save and leave BUT still doesn’t have a lot of time.

**Implementation**Michael Curtis

* There is a small moon model orbiting the planet from the beginning
* Throwing asteroids at the moon causes the following
  + The asteroid disappears
  + The asteroids values are saved and “stored” in the moon
  + The moon model is enlarged
* A limit on stored asteroids is in effect (Max. 5)
* Tapping on the moon opens a list of the asteroids currently stored
  + The values of each asteroid are displayed on the list
    - To save space the wealth and population loss values of the asteroid will be shown along with the top two minerals in its content rather than all six
  + Tapping anywhere off the list closes it
  + Tapping on one of the asteroids releases it from the moon
    - The asteroid is removed from the list and moon storage
    - An asteroid is replicated near to the moon with the values of the released asteroid
    - The moon model is reduced in size by the same amount it was enlarged previously
* The mineral content of the asteroids that are stored by the moon is combined to produce the moons mineral content
  + The top mineral is displayed above the list when it is open
  + A perk is applied to the player based on the dominant/top mineral content
    - Gold – Double Faith Generation
    - Iron – All asteroids have double wealth
    - Nickel – Asteroids appear twice as often
    - Water – Population growth rate (200%)
    - Ice – Increase population growth (150%)
    - Carbon – Asteroids appear slightly more often
  + The perk image is displayed on screen and hovering over the image displays text explaining its effects.