Invaded Space

A Plants vs Zombies take on the classic space invaders property. An endless wave survival.

Ship unit designs and capabilities

Human Ships
- Standard Attack Ships
  - Most generic ship, average health and damage (dogfighting), most common throughout the waves and easiest to take care of
  - Average Speed
- Standard Tank Ships
  - A high health enemy type, capable of taking a ton of damage but doing low damage (dogfighting) themselves
  - Slow moving
- Standard Elite Ships
  - An improved version of the standard attack ships, having average health and damage (dogfighting)
  - Fast moving
- Standard Sniper Ships
  - High damage at the cost of low health, these ships will be capable of firing projectiles from range
  - Slow moving

Alien Ships
- Cecaida Ships
  - Offense Unit, capable of firing projectiles in their assigned column
  - Average damage projectiles
  - Average Health
- Beetle Ships
  - Defense Unit, capable of taking a lot of damage and stopping ships in a column for a long period of time
  - Low damage (dogfighting)
  - High Health
- Bee Ships
  - Support unit, will bolster the health of units by a single tier
  - Low Health
  - No offensive power
- Comb Generator
  - Will collect extra currency from destroyed ships
  - Low health
  - No offensive capabilities

Art Assets:
- ☑ ~~Background Design~~
- ☑ ~~Enemy unit design~~
    - ☑ ~~SciFI themed~~
        - ☑ ~~Standard Attack ship~~
        - ☑ ~~Standard Tank ship~~
        - ☑ ~~Standard Elite ship~~
        - ☑ ~~Standard Sniper ship~~
- ☐ Alien unit design
    - ☐ Insectoid themed
        - ☑ ~~Standard Attack Bug~~
            - ☑ ~~Cecaida Design~~
        - ☑ ~~Standard Defense Bug~~
            - ☑ ~~Beetle Design~~
        - ☑ ~~Standard Support Bug~~
            - ☑ ~~Bee design~~
        - ☐ Standard Currency Generator
            - ☐ Comb Design
        - ☐ Mother Ship
            - ☐ Hive Design
- ☐ Particle Effects
    - ☐ Close range
    - ☐ Projectiles
        - ☐ Alien Orbs
        - ☐ SciFi Beams

Programming (claim any of these you want!)
- ☐ User Interface
    - ☐ Shop/Generating Bay
        - ☐ Currency Counter
        - ☐ Ship Cost

- ☐ Time Counter
  - ☐ Minutes and Seconds
- ☐ Enemy Movement & Collision
- ☐ Projectile movement and Collision
  - ☐ Alien hit human, pass ally
  - ☐ Vice Versa for Human
- ☐ Gameplay Loop
  - ☐ Placing and assigning units to a grid section
  - ☐ Assign enemy unit lanes
  - ☐ Create Health gauge for Mothership
  - ☐ Enemy wave type unlocks
  - ☐ Ramp up feature