Game Design

Objective:

Player tries to put all planets to one orbit which has some random obstacles and different spinning speed and direction when playing.

Mechanics:

Users drag the planet with certain direction then loose their hands, the planet will go in that direction, may support multi-touch feature.

Architecture:

Mainscene	
Play button	Click to play

Gameplay	
Planets	Objects that will be ejected
Background	Fancy background
Popup	Share and go to next level

Level	
Circle	Orbit to put planets on
Speed	Spinning speed
Direction	Spinning direction
Obstacles	Planet touch them will lose the game

Milestone:

Week1: Prototyping
Week2: Adding art assets
Week3: