**How should the game’s progression system work?**

* Episodic and continuous like downwell
  + Easy switching assets and transitions from one stage to another. Each stage is clearly segmented.
  + We can show a clear progression bar to how when we’re almost at the end of the level.
  + Each level can have a theme and later levels can have reskinned and beefed up enemies from earlier levels
  + Only thing stopping you from finishing a level is your skill
  + No quick feedback loop, runs are long and the only upgrades you get is your own skill of the game -> too hard perhaps
  + questions
    - Should player be allowed to upgrade their ship in between levels
    - Should player be allowed to start at any level or always the first one?
      * If always the first one, should easy levels be more easily beaten to make way for later levels?
    - Should players
* Continuous like burrito bison, and flipping legend
  + Seamless switches from one world to another and the run can just keep going if you’re good enough
  + Runs are mostly skill-based, though your upgrades pose an artificial limit to how far you can in the form of stat needed to go to the next world
    - Health bar in flipping legend
    - Max speed needed to break doors in burrito bison
  + Games are quick with nice feedback loop to go back and upgrade
* World based, semi continuous like ridiculous fishing
  + Different worlds that you can choose to go back to anytime. Beating easier worlds unlocks later worlds which are harder but yields higher rewards
    - Though easier worlds are still a good source of grinding before you are prepared to really beat the harder worlds yet
  + Within each world runs are continuous though you still need upgrades to expand how far you can go
    - Depth of fishing line
  + Games are quick with nice feedback loop to upgrade

**What I want in my game**

* Level system
  + Different worlds. Each with its own themes of things to interact with. Each world has its own progression bar, measured by how many planets are blown up. At the end of each stage, maybe there is a tiny challenge or a simple boss.
  + Initial worlds are smaller while later ones are bigger. Have a late stage that goes infinitely for the sake of high scores.
  + Once you unlock the next level there is almost no incentive to go back to a previous level, other than grinding at an easier level and getting a “level completion” bonus to coins/score.
* Upgrade system
  + Upgrades will look more like a wow skill tree so that more options open up over time as you get more money and beat levels
    - This also helps with the fact that I don’t have 5 things you can upgrade 50 times. Instead you get a variety of tiny things to help you beat the game.
  + New mechanics will be locked behind upgrades and unlocking it will give you a short pop up tutorial next time you play
    - Tractor beam
      * Speed
      * Charges
      * Recharge rate
    - Planet pushing
      * Increase money gain from planet pushing explosions
    - Orbits
  + Artificial cap on player progression
    - Just to stop experienced players from blasting through everything on first try since the upgrading process is part of the fun
    - Gravity field that slows down planets?

**Things to consider**

* Maybe things don’t need to be explained so well. Downwell doesn’t explain things. Mario doesn’t explain things. You just take in the suspension of belief and go on a magical journey. Maybe you don’t need to deliberately explain everything.
* Downwell’s beginning was cool where you just go down a well after sitting on a bench. Maybe do something similar where you can already start playing with the jump/charge mechanic at the main screen
  + You’re on a planet, you have to charge all the way to get into a door? Or a space ship?
  + Maybe you’re at a upgrade station and you have to charge all the way to get into your space ship to start your journey
* Progression system as a way of making sure player learned a mechanic thoroughly before moving onto the next one?
* Ridiculous fishing and burrito bison both have progression systems that limit how “far” you can go until you get enough money to unlock the next level. Can I put something like that in the game?
  + Fuel? Blow up planets for fuel to send back to the home planet to keep it going? Is the home planet constantly flying forward?
  + Oxygen? Is the astronaut running out of oxygen?
  + Energy? Does each jump take up energy that needs to be charged in some way? Is there a limit to the charges you get?
* **The traveler**
  + You’re a mysterious astronaut traveling on a huge space ship. You’re collecting money and energy from blown up planets so that you can travel farther. Eventually you arrive at your destination: your home planet.
  + The game would be mysterious like downwell with the objective only revealed at the end. The game will show how messed up galaxy are and emphasize the importance of reaching home.
  + Why blow up planets? To get their energy? Get resources? Defending your planet/ship?
  + From level to level you are reaching the end of a particular galaxy.
* **Space mining Company**
  + you need to collect a shit ton of money
    - Maybe to fix something up? To return debt? Student loans?
    - same pool of money as your upgrade pool.
  + You blow up planets and collect their minerals for money.
  + You start the level by attracting all the planets in a galaxy to your ship. You finish the level when all of the planets are gone.
* **Spacero (dog version)**
  + you’re a mysterious helmet wearing astronaut traveling on a planet sized space ship.
  + In the beginning screen of the game, you tap on the screen to jump from a platform to your ship. The screen zooms out a bit as the ship opens a worm hole and the ship flies through. Title screen?
  + When you enter a world, your ship exits through a wormhole and must recharge. Defend it against planets while it’s recharging. After it’s recharged, it unleashes a blastwave that destroys all planets. you get in and it opens up a wormhole and goes through.
  + Each world is a different galaxy you have to travel through.
    - Galaxy 1: basic ones with basic planets
    - Galaxy 2: bomb galaxy with highly explosive planets.
    - Galaxy 3: radio active galaxy with poison planets and black holes to avoid.
  + Each world has a progression bar that shows how fast you’re going. You move the bar forward by blowing up planets. Each bar has 3 sections, later ones make the background scroll faster and also make planets come at you faster. At the end of a level you reach light speed and go to the next galaxy.
  + You blow up planets to get energy orbs to help you go farther. Worlds can be revisited to grind. Ideally though you don’t need to return to a world.
  + After beating world 3 you arrive at a planet that’s full of corgis. You take off your help and reveal that you too are also a corgi. You jump off one last time to return to your home planet. End of the game.
    - Beating the game unlocks galaxy 4 which goes on infinitely and just randomly spawns everything. Grind for high score.