# Summary

This game allows for pixel art to be used for ship designs. HSB pixel color channels are used to dictate the function and performance of each pixel. Pixels can be on any integer layer to allow for visual layering and more complex ship designs. Projectile impact locations are determined by the first pixel impacted on another entity then damage is applied to either the topmost or bottommost pixel layer at random.

# Color Function Definitions

Color channels are recorded in HSB values. The Hue can be any degree but will be rounded to the nearest primary/ secondary color which determines the function of the block. Saturation controls the quality or the amount of function the pixel in question represents. Darkness (Blackness) controls the function/armor balance for each pixel (ie: a pixel with more saturation will add more function with a tradeoff for less armor).

|  |  |
| --- | --- |
| Red |  |
| Orange |  |
| Yellow |  |
| Green |  |
| Blue |  |
| Purple |  |