Space Fight – Conceptual Space Combat/Tycoon

This game is a very simple, one button spaceship war simulator. There is you and a computer opponent, in space with factories on each end of the screen. A horizontal semitransparent line divides you and the computer opponents sections. On your end of the screen, you have a factory, and a small box on the factory that lists your material (M). Your opponent also has a factory, only without a Material Box. Asteroids spawn on the map at random increments between 15-30 seconds, with a maximum of 15 on the screen at once. Whenever an asteroid is destroyed, the factory owner who destroys it gains 5G. An asteroid has 6 health.

Each factory has 500 health, and will lose 2 health whenever it is shot by an enemy laser. The computer will spawn a turret every 10 seconds, with a maximum of 2.

A ship will fly at a medium pace towards the nearest target until it is within range of its projectiles, in which it stays at a distance and shoots at its target until it’s destroyed. The enemy will create a ship for every 15M it expends, with a 3 second cool down.

When the button is **not** pressed: If you do not have enough M to create a ship, a small turret you own spawns in a random spot on your side of the screen. The cool down between spawns is 5 seconds. You can only have 2 turrets at once. These turrets target the nearest asteroid or enemy, but will prioritize asteroids. A turret deals 1 damage per shot and shoots every 1 second. A turret only has 6 health. If a turret has been on the map without being destroyed for more than 25 seconds, its health changes to 10 and deals 2 damage per shot every 0.5 seconds.

When the button is **held** down: Add +5 to your factories’ health every 6 seconds, to a maximum of 500. If the factory is at 500 health, spawn a free ship instead. If there is already a ship spawned with this method on the map, no ship will spawn unless it is destroyed.

When the button is **pressed**: Spawn a ship in a random spot within 20 units of your factory, with the cost of 15M. If you do not have 15M, a ship does not spawn. The ships will shoot every 0.5 seconds, and will target the nearest asteroid or enemy, but will prioritize enemies. They have 20 health each.

When the button is **released**: Spawn one, small missile in a random spot on your side of the map. This targets the nearest asteroid or ship within a certain range of it, and prioritizes nothing, but once it chooses its target, it will not change targets unless that target is destroyed. It will move slowly towards its target, and will destroy itself on contact. On contact, it deals 4 damage. Three of these can be on the map at once. If a missile has been on the map for 15 seconds or more, it immediately destroys itself.

Whoever lowers their opponents’ factories’ health to 0 first wins.

