

Escape the loop
Looping gameplay speeds up
The loop is constant, your goal is to break the loop

Repetition
Gameplay loops
The things you do create the hazards
You keep you stuck in the loop
You create your own hazards
You create your own buffs
Orbit

Your previous gameplay is recorded, you have to avoid your own previous trajectory

Space shooter

Space
Day cycle

You have 9 lives to build your way up

You are a ship stuck in orbit around a planet
Upgrade the ship to be able to escape
Destroying debris

Shooting gets you resources
- Fuel keeps you afloat
- Power increases attack and at X power, you can escape

Escaping a planet brings you to another planet, each planet is harder

Small face sun

Missed Bullets stay in orbit

Orbit

Ship movement: up down left right

Twin-Stick Shooter style screen movement

Sun that can rotate

Shit to shoot

Ship to shoot the shit

Harder suns have bigger shit, harder shit, faster shit and shittier fuel drain

The sun gets happier the closer you are to death

Laugh on impact

Tears when you leave

The Sun Wants a Hug

TITLE SCREEN

The Sun Wants a Hug!

Your ship **is not** built **for** sun-hugs!
Destroy asteroids and satellites **to** collect resources.
[Green] keeps you **in** orbit (**and out of** the sun's embrace)!
[Blue] fuels your thrusters **to** help you escape orbit!

WASD moves

Spacebar (tap **or** hold) **to** shoot

GAME SCREEN

Bar Labels?

Fuel

Thrusters

Ship Integrity

DEATH SCREEN

You flew too close to the sun!

Suns Escaped:

Retry Button

Main Menu Button

Credits:

Art: Josh McClerkin @lurrkkin

Music: Eric Sorenson @nimmems

Programming: Timothy Holtzhouser @fishnoodler

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