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:
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Music: Eric Sorenson @nimmems
Programming: Timothy Holtzhouser @fishnoodler
Black Totem Games, L.L.C. @blacktotemgames
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