1 Q: do you know how much score should have when the spacenav hit to a flag?

A: a. Start at 10 points and each progressive flag gives the player 5 more points: 10-15-20-25 etc etc

b. maybe the flag colors. e.g the flag orange increase 5 points and the blue one (or whatever color) increase 6-8

c. talked to mike he agrees with different color flags= different scores, will help in score randomization and the game doesnt have to be a minute

2 Q: has the game any fixed time? or the time is infinite and ends when the spacenav hit to an enemy

A: Answered in 1-c (?)

3 Q: one more question.. should be setted how many towers, broken towers, octopuses, etc., has the game? or it is random?

A: a. The obstacles should be random, perhaps favoring the octopus tentacles as they relate to the logo art

4 Q: Wich are the opnonets? Towers, broken towers, octopuses and stones?

5 Q: Wich are the bonus, just the flags?

6 Q: How and when the user win? fixed points?

7 Q: When the user lose? When he collide with any oponents? Has lifes?