Different ship types

* Small fighter
  + high speed & maneuverability
  + light armor only
  + light weapons only
  + small size
  + limited hard points
  + shorter range if shot range is implemented
* Capital ship
  + low speed & maneuverability
  + access to all armor types
    - lighter armor will increase speed & maneuverability
  + access to all weapons
    - includes slow, big weapons (e.g. rail gun)
  + large size
  + many hard points
* Shield-based medium ship
  + could have support qualities and upgrades
  + medium speed & maneuverability
  + medium armor
  + low health pool
  + greatly enhanced shields
    - faster regeneration & shield cap
  + access to medium and light weapons
  + medium size
  + medium number of hard points
* Normal medium ship
  + Similar to shield-based ship, but relies on armor rather than shields
* Drone-based ship
  + main weapon emits drones that seek out enemies
  + drones could also restore health or explode on impact

Ship Stats

* Armor
* Speed
* Maneuverability
* Weapon skills
  + fire speed
  + weapon power
  + projectile speed
* Shield stats
  + regeneration speed
  + shield strength/capacity

Weapon types

* Machine guns or Gatling guns
  + low damage
  + high rate of fire
  + default weapon on most ships
  + no cooldown
  + bullet is destroyed on first hit
  + Does not shoot in a single line. There is a small amount of side to side variance
    - Bigger machine guns fire more shots and have greater variance or coverage area
* Laser weapons
  + medium damage
  + medium rate of fire
  + fires in a perfect line
  + may pierce and hit all targets in the line
* Plasma weapons
  + high damage
  + low/medium rate of fire
  + small/medium cooldown on shots
    - should be used as a secondary weapon with a machine gun or lasers
  + Projectile is large
    - may hit multiple targets or explode on impact
  + bullet is destroyed on first hit
* Railgun
  + Very high damage
  + low rate of fire
  + high cooldown
  + projectile is very wide and large
  + exclusive to the capital ship
  + long cooldown, ~10 seconds
* Drone emitters
  + can launch different types of drones
    - attack drone
      * seeks out enemies to shoot at
    - healing drone
      * can repair your ship
      * could also boost shields
    - exploding drone
      * seeks out an enemy and runs into them
      * explodes for area damage
  + medium/high cooldown
    - should be used in addition to machine gun or lasers

Asset notes:

* design the ship and ship modifications separately to be able to easily apply upgrades to ship

Dying? (What happens?)

* respawn
* game over
* lose some/all money and respawn
* limited lives

Misc ideas:

* New Game ++ upon completion of game
  + Increase the difficulty and keep your upgrades
* Should ammo be unlimited?
* Limit hardpoints to 4-5 in order to limit the number of buttons used
* Control scheme ideas?
  + WSAD with Q and E as main abilities and 1, 2, 3 as others
  + Arrow keys with space to shoot main weapon
    - could use zxcvb as other keys
  + Arrow keys and 1-5 for weapons
  + Game pad may be the best option
* Will game scroll through automatically or when player moves?
* Shop could let you walk around a hangar and purchase upgrades
  + vendors could have scale models of ships hovering
* Weapons should be drag and drop in an equipment UI
* Multiplayer?
  + Could have pvp and co-op modes
* Level selection like Mario

Enemy types

* Normal Enemies
* Boss battles
  + megaship
    - slowly moves around the screen
    - has many weapons and fires many projectiles
    - has super attacks that must be avoided
  + Base battle with turrets
    - each turret has a health pool and all must be destroyed to win
    - boss may get harder for each turret you destroy
  + Carrier ship
    - releases many little ships

Assets needed:

* Art
  + background art
    - need one for each level
  + Base ships
    - possible weapon upgrades for each ship
    - possible armor upgrades for each ship
      * different color
      * rivets or other hardware
    - shield upgrades
      * could be different for shield type or shield state
      * shield animations
        + when hit the shield could flash or flutter
        + needs to transition to the next shield state
        + full shield should be visibly different
    - thruster upgrades for each ship
      * needs many animations
        + forward thrust animation
        + idle animation
        + stopping animation (may be the same as idle)
        + boost animation if in game
  + Weapons
    - need sprite for each weapon type and size
    - fired animation for each weapon
    - hit ship animation for each ship
    - hit wall animation
  + Ship death animation for each ship
  + Death animation for each enemy
  + UI artwork
    - health bars
    - shield bars
    - ammo counter if needed
    - enemy health bars if needed
    - Shop UI
    - Score/Money UI elements
    - Pause menu
    - Start Screen
    - Options menus
    - Screen to equip ship with parts
    - Ability/Weapon minis
      * includes assigned keybind and gamepad keybind if added
  + Enemy Sprites and animations
    - Boss sprites and animations
* Sounds & Music
  + Boss music
  + Shop music
  + Music for each level or act
  + Sound for each weapon
  + Sound for each exploding enemy
  + Thruster sounds
  + Sound when player is hit
  + Sound when player is hit with shield up
  + Sound for each weapons impact on enemy
  + UI Sounds
    - changing menu items, settings, etc