Plans/concepts:

Space

Exploration – world generation, random world events

3d – tools, environment, CPU/Player

Simple combat – alien invaders

AI – enemies

3d top down approach? Inside of ship

Procedural world generation

Cube world but space

Upgrades – shield health weapon speed

Rouge like elements – death abilities, runs/rules

Dodo – project manager

Josh – asset developer

Zim/Joe – coders/game designers

Need to subtask concepts:

Joe wants to do CPU/AI – player movement.

Zim/Edward wants to do procedural generation. – environment building

Zim/Joe combat -survival elements

Josh asset development

Josh teach 3d modelling to all 😊

Game loop:

Short term:

Collect resources(from the ground ammo weapons medkits,(crafting,foraging))

Kill enemies

Long term:

Unlock new abilities and areas (biomes)

Level progression:

Spawn on a planet

Find Ship

Leave ship

Explore planet

Collect resources – scrap(parts), ammo, health.

Fight enemies

Repair/upgrade ship/character’s items /etc

Time limit on time on planet

Leave planet

Space battle?

The more enemies you kill in the space battle, when you crash you use the scraps of the fallen enemies to upgrade your ship

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