User Interfaces for Spin Game Battle

The ideal will be a blend of strategy and hand-eye coordination, in order to release the ships at the correct time.

Think of this in two ways:

One is for making the game playable for an AI.

The other is for human play.

For the human case, let’s consider now how the interface would work.

Let’s say that clicking a planet that we own loads the ship buffer, so long as it’s ship is not in transit. (can even be displayed on the ship)

Then, hitting space bar fires off the ship.

Also add Transporter explosions to the effects.