Defender clone

1. Game objects
   1. Player
      1. Ship
      2. Shoots
         1. Direction facing
         2. Constant speed
         3. Kills both humans and enemy’s
      3. Moves
         1. Moves at acceleration depending on direction facing
            1. Swaps direction with arrow keys
         2. Moves up and down with respective arrow keys at constant speed
      4. Has boost?
         1. Increase acceleration if space is pressed?
      5. Has 3 lives
   2. Enemy ship
      1. Moves
      2. Bombs houses
         1. Move towards house and starts to drop bombs
   3. Planets
      1. Procedural generated
         1. Random generate height?
            1. Stored in an array

Array stores x,y? + height

* + - * 1. Chunk based
        2. Different objects populating planet

Domes

Skyrises

Urban housing

Farmland?

Rolling hills

* + - * 1. Max and min hight depending on populated buildings
    1. Endless
  1. Bullet object
     1. Destroys anything it interacts with
     2. Increments points if enemy
     3. Decrease if human is destroyed
        1. Call script?
  2. Background
     1. Static image of different planets
        1. Change color for different plants
     2. For ground image of hills
     3. Flashing lights?
        1. Invasion

1. Sounds
   1. When the player fires a laser
   2. When player hits humans
   3. When player hits alien
   4. When player dies
   5. Techno background music
2. Controls
   1. movement
      1. Right, left, up down
   2. Boost
      1. Space bar
   3. Enter to start?
3. Game flow
   1. At the start of the game, player has 3 lives
   2. Aliens start to spawn
   3. Humans start to spawn
   4. Aliens start to head towards humans
   5. Player shoots aliens and trys to save humans
   6. If player kills aliens, points increment by X amount
   7. If player saves humans, points increment by Y amount