**Course Project Ideas**

Scenes:

**Starting Scene (Where the Spaceship launches)**

**Play Scene**

**- Space**

**- Planet(s)**

**- Asteroid Ring**

**- Spaceship(Main)**

**- Enemy Spaceships**

**- Missiles**

**Radar Position**

**Anchored buttons (for pause menu) and Stats**

**Upgradable Stats**

- HP

- Energy

**Types of Upgrades**

- Refillable Shield

- Homing Missiles: Degree of Homing

- Explosion Radius

- Number of Missiles

**Player Input**

- Multi-input

**Enemy AI**

- Homing Missiles (Low degree of Homing)

- Illusion Spaceships (Fake clones)

- Shielding when attacked

- Mothership with high HP?

Collectables: For upgrading Spaceship

**Try to input sound? Voice lines and Text boxes (2D obj Textures for characters?)**