Flight Screen

Score: ???

Asteroid Psyche

Mars

Mercury

Venus

Sun

Earth

Current Speed: ???   Fuel: ???

My thinking is that the spacecraft would be shown on a 2D map of the solar system with the optimal trajectory to get to the Asteroid Psyche. My thought is that some event would happen that would force the spacecraft to deviate from the desired flight path. And then the player would need to correct the issue and get the spacecraft back on the desired flight path.

My idea is that this view would almost be like a map and that the gameplay would be mini games that the player must complete in order to continue progressing toward Psyche.

For example let's say there is an electrical problem. So a new window or pop up would be shown over this screen in which the player would need to complete a wire matching/complete the circuit puzzle. Upon completion the solar system would be shown again with updated progress toward the Asteroid Psyche.