

The game idea my team is pitching revolves around a single starship navigating through an asteroid field. There is no combat or weapon capabilities on this ship, instead the player will need to dodge all asteroids in order to finish the level and move on. To add difficulty, the starship will continuously run out of fuel as the game clock ticks, and thus the player will need to collect fuel cells around the asteroids. The screen will display the ship that is controlled by arrow keys, and can move in all directions. Asteroids will approach the left side of the screen from the right. There will be 3 stages to the game, each lasting [a minute?] each. Once the player moves onto the next level, the speed of the asteroids will increase, and the rate at which the ship's fuel decreases will also speed up.

Essential Features:

- Asteroids
- Fuel cells
- Starship
- Fuel meter

Potential Features:

- 2 players
- Different asteroid sizes
 - Large asteroid with Jun's face on it
- Fancier graphics
 - Maybe animate the ship?
- Sound track
- AI enemy