New Ideas

9/8/1992

* Difficulty setting
  + Alters starting velocity, size, and number of rocks
  + ~~Health bar~~
    - ~~Limit to one life but allows for multiple hits~~
  + Power ups
    - Extra life
      * Edit “life” sprite to look like a power up and to appear on game screen
      * On collision, increase life count by one
      * Set a counter that increases chance of spawn with each asteroid destroyed on the stage (100% at 100 asteroids)
      * Counter resets at life loss
    - Missile upgrades
      * Burst
        + Upon collision shoots missile in all directions centered on collision point

Thinking 4 -8 in cardinal directions

* + - * Pierce
        + Can pierce through “small” asteroids

Set a counter that depletes after the each collision. If it =0, destroy missile as normal

* + - shield
      * Shockwave
        + Centered on ship, fires in all direction
  + Auto fire
    - Hold space to fire automatically
      * Set animation on while loop to check if [space] is pressed