Sprint 2 Artifacts

Deliver Packages between 2 points

Allows the spaceship to move between 2 points to complete and objective
- When within a certain distance of the base at a low enough speed the player acquires a package object
- When the player has the package and is within a certain distance of another location and is slow enough, they can transfer the package for a reward.

Create Spacestation/Base for objectives and respawn

Create a base that the player can respawn at and later perform upgrades
- When the player dies, they will respawn at the spacestation
- When at the space station, the player's progress is saved
- At later points in the game, the player can upgrade items at the space station and receive quests

Create Golden Asteroid Player can collect

Create asteroids with resources the player can collect for resources
- Asteroids that are significantly smaller and can be collected for various resources
  - Iron - most common and used in almost all upgrades - silvery colour
  - Copper - less common and used to upgrade engines - greenish brown colour
  - Cobalt - rare and used to increase fuel reserves - blue colour
  - Titanium - very rare and used for key upgrades - greenish silver colour
- These will currently just increment variables and will later be used for upgrades

Camera Movement

Have the camera follow the player around and keep them on screen
- Camera keeps the player in the middle of the screen
- Scroll wheel zooms the camera in or out
  - This will allow for easier readability of the environment when the ship reaches high speeds later in the game

Create resource asteroid, package, and base visuals

Create the visuals we will be using for these sprites

- "The golden asteroid"
  - should look similar to asteroids previously created
  - Use the colours described in the golden asteroid section
- The package needs to look like some kind of cargo
  - artistic liberty will be mostly left up to the artist, so long as it communicates that it is a box carrying items of some kind.
- Create visuals for the home base. Space station of some kind.
  - Size roughly an order of magnitude bigger than the spaceship
  - Could be similar to existing to real space stations such as mir or the iss or more futuristic, up to the artist intent
- Create the background for the game
  - Add stars and such to make it seem more vibrant (galaxies?)