

Sprint 3 Artifacts

Mini Map

Add a minimap to show the wider location of the players surroundings

- Direction toward home base
- Obstacles such as asteroids will appear before being in frame

Fuel Depletion

As the player moves, they use up fuel. If they run out of fuel they can't move. Additionally, as the spaceship gets less mass it should accelerate faster

- As the player accelerates, they consume fuel
- If they run out of fuel they can no longer move
- Consuming fuel decreases the mass of the player's ship, increasing acceleration

Implement the system for upgrades

Implement an interface that would serve as the building block for allowing player upgrades

- Fuel gauge
- Oxygen tank gauge
- Hull durability

Ship Upgrades

Implement upgrades by affecting different variables when upgrades are purchased.

- Implement various upgrades for various cost as different tiers
- Increased oxygen capacity
- Increased fuel capacity
- Increased thrusters (faster acceleration)

Resource Management

Allow the player to properly manage and interact with the variables that are affected by asteroid harvesting

- Inventory management
- Resource allocation

Create menu graphics

Create all of the visuals for the menu

- Load save
- Close game
- Resume game

Oxygen Depletion

The player consumes oxygen and dies when they run out

- The players oxygen decreases at a constant rate throughout the level
- When the oxygen reaches 0 the player dies
- Designed to encourage players to move with a sense of urgency

Level design

Ensure that the level(s) are setup in a fun, fair, and engaging way with a sense of progression and challenge

- Better materials are seen further from the home base
- More challenging/increased obstacles the further you get home base