Upgrade game; Rocket to the moon, cold war space race

Working Name; Rocket Crash

Mechanics;

Fuel Gauge; get as close to Mars as you can; if you run out of fuel you can’t move your ship anymore, will drift in direction until it crashes (if you haven’t escaped earth yet, you will crash on ground). You lose fuel if you hit asteroids. If you crash in to an asteroid without any you fuel, the rocket explodes and you die horribly. Fuel costs money, but better engines will use less fuel, plus you can buy upgrades to hold more fuel.

Money; get money by getting closer and closer to Mars. Get bonus cash (flat amount) by beating you rprevious record. (lore wise, all the money you get to build your rocket is government funded to beat the Russians in the space race)

Shields; later game upgrade that will take damage for you instead of losing fuel when you hit something. 3 tiers of shields; the small shield, the greater shield, the max shield. Numbers something like 50, 200, 500 for each tier.

Weapons; halfway to Mars there is a giant pane of glass in space blocking your way for some reason. You crash instantly on hitting the glass, which also breaks too. (it comes back on the next launch) only way through without losing rocket is to fire a weapons system at it so that it breaks before your rocket hits it.

1st weapon system is a machine gun system; have to buy bullets too (very cheap). Only good for breaking the glass.

2nd weapon system is a missile launcher; can break asteroids so that you don’t have to bother with dodging them. Moderate expense, missiles not cheap. Get bonus money for shooting down asteroids with missiles (Earth Defense!)

3rd weapons system (maybe) Laser beam that destroys asteroids immediately without the missiles travel time. Very expensive, but don’t need to buy ammo!

Psuedo-rougelike: whenever your send out a ship, you need to rebuy everything that was on it for the next one; you didn’t think that once you bought all the cool junk you would have it forever would you? You just sent it all into space on a rocket! That CRASHED. Also, once you reach the space stage, your last rocket becomes one of the obstacles you have to avoid. If on earth, it’s just added to an ever growing pile of crashed rocket ships

Russian One-Upmanship; when your ship crashes and the death screen shows you how close to Mars you got, it tells you as you head back to the rocket design screen that the Russians got closer to mars than you. If you crashed to a gate mechanic (the glass wall, mars orbit) then it says that the Russians crashed on the same thing you did.

Heat Shield; this is just a late game gate to make the players feel the frustration of getting close to mars. There’s only one heat shield available, they just need have it on their ship and then they can finally reach Mars.

The end of the game: the rocket ship has finally reached Mars, but you didn’t think to put in a landing system, so you just crash into the ground and nuke Mars, before the Russians can!

Gates; required weapons, escape earths gravity, heat shield to enter mars orbit.

The Point of the Game; to send a USA Rocket to mars and nuke Mars before the Russians can. Because reasons.

Engine upgrades will make the rocket go faster; end game engine goes through earth orbit in 1 second, starter engine takes 10 seconds(?)

End game engine takes 3 minutes to reach Mars orbit.

To Do List;

Left and Right Ship Controls

Gravity cut off point

Replace place holders with sprites

Decide which sprites to use

Develop upgrade screen and menus code

Develop money system code

Decide on number values for fuel, money, etc.

Create visual assets

Code rocket ship crash into pieces

Glass Wall Sprite

Make Sprite for Mars

All audio (collision sound effects, death sound effects, background music, etc .etc.)

Make game look nice when maximized