**Space Game TODOs**

* Name of game
* Lives / Health
  + Upon hitting an enemy, either:
    - Give each player a ‘lives’ field (int), have it decrease upon a collision, make player immune for a few seconds after collision, make player disappear on 0 lives
    - Give each player a ‘health’ field (double/float), have it decrease as long as it is being touched (i.e. every frame, if collision, decrease health by 0.01), make player disappear on 0 health
  + Display lives/health
* Power-Ups
  + Make them be a plain sphere/cube, like in ‘Roll a Ball’, to start with
  + Make them just spawn in set places at start of game
  + Make them disappear upon collision
  + Make them do things to the player, such as:
    - Make player repel enemies
    - Make player un-attractive
    - Give player bullets (Shooting to be implemented later, so just give player a bullets field and make this decrease when Q is pressed)
    - Give player bomb (Bombs to be implemented later, so just give player a bomb field and make this decrease when E is pressed)
    - Make enemies attract to you less
    - Make you faster? (May make it harder for yourself)
    - Make closest enemies disappear
    - Shield
  + Make them spawn randomly
* Make player movement more controllable
* Score
  + Make score increase every second
  + Score counter on screen
* Control number of enemies
  + Make a max number of enemies
  + Maybe make some despawn (don’t really want this)
  + Stop enemies spawning near player
* Different types of enemies
  + More/Less attracting
  + Bigger/Smaller
  + Shooting ones
* Collectibles
  + Make a collectible appear (initial sprite)
  + Make them appear in set places
  + Make them increase the score
  + Make them spawn randomly
  + Get better sprite
* Shooting
  + Make a bullet fire and move along screen when Q pressed
  + Make them collide with things and do something
* Rocks
  + Static / Slowly moving
  + Nothing can move/shoot through this
  + Decide how they spawn
* Starting menu
* Ensure game is balanced and looks good
  + Not too cluttered with enemies, powerups, collectibles and rocks
  + Not too difficult
  + Enemies don’t attract to you too much
  + Powerups don’t affect you too much/little
* Change background/level design
* Good assets
  + Assets for enemies, players, power-ups
  + Upon collection of powerups, assets to add to ship
* Multiplayer
  + Change UI to load a single player or multiplayer game
  + Another player in game, controlled by arrow keys
  + Allow for players to shoot each other
  + Add power-ups to affect other players
* Difficulties
  + Able to choose a difficulty on UI
  + Less power-ups, more enemies, etc.
* Ship customisation
  + Change colour of ship
  + Multiple ships
* Settings
  + Key bindings
  + Accessibility (Colour blind, etc.)
* Leaderboard
  + Will also need a username entered upon completion of game (Old style 3 letter thing maybe?)
* Achievements
* Pause button/menu/screen
* Bosses
  + Twin bosses that flock to each other fairly well
  + Ones that shoot
  + Ones with very high health
  + Group of little ones that flock to each other lots, or maybe absorb all things around them and go for the player
* Game gets harder as time goes on
  + More enemies spawn
  + Less powerups
  + Harder enemies spawn
  + Bosses get harder
* Game ends after all bosses
  + Takes you back to main screen/leaderboard screen
* Effects to make it look cool/space-y