Game Design Decision to Make:
Decided - Black
To Be Decided - Blue

- **Story**
  - base ship?
    - check
  - base ship and player needs to travel through zones to accomplish some final objective
  - what size are we in relation to the molecules?
  - what is the space we are in? (molecule town, vague space, cell)
    - Zone - highlights a chemistry concept, more objects, faster speed, different spaceship style, radar.
    - Finish 3 levels to get to the next zone
    - You get to the next zone by having enough points (for a base upgrade to the next zone)
    - You get to the next level by completing the objective
    - You score points by picking up collectables and dropping them off
    - You score points by having extra time left over.
    - If you hit something that’s not a collectable, your screen cracks. After so many cracks, it breaks and you die.
  - overall objectives (as in objectives that span levels)
    - Score is resources, usable as money when unlocking zones and upgrades

- **Navigation**
  - Accelerator
    - Similar to a First Person Shooter game
      - forward accelerates
      - back brakes
      - left and right strafes
      - Use the mouse to look and rotate ship left, right, up and down.
  - Other space ship controls?
    - Collecting molecules
      - tracktor beam, pull the in
      - stores them in swirling mass

- **Upgrades**
  - Player upgrades
    - durability (screen cracking)
    - movement (speed)
    - equipment
      - tracker beam - collect larger items
      - cluster buster - break up larger groups of molecules
  - Base upgrades (new abilities?, next zone)

- **Mechanics**
- Collect items with tractor beam
- New Equipment that breaks up large group of molecules
- Upgraded tractor beam can collect these large group of molecules

**Object interactions**
- Boundary reaction (what makes sense playability/storyline wise)
- Collectable reaction
- Increasingly crack screen when objects are collided with
  - Different objects do more damage
  - Speed increases damage
- How do we collect (ie robotic arm, slurp, etc)

**Space ship design**
- First person with nav
- You are the ship
- Close third person

**Storing collectables**
- Physically represented in/on ship
- In base?

**Using collectables**
- Resources for base ship?
- Used in fighting on player ship?
- No chemical reactions

**Levels**
- Time based
- Gain access through molecular locks?
- Katamari style as base ship grows

**Feedback**
- Applause when dropping off enough molecules to hit a certain score