

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
 - tractor 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
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