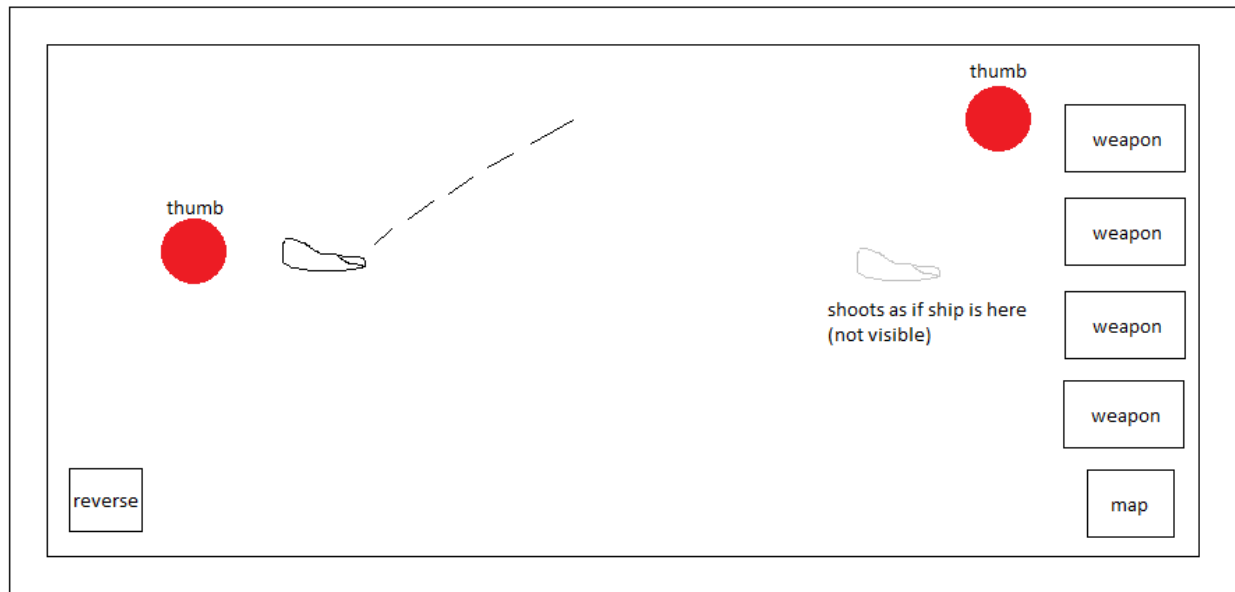


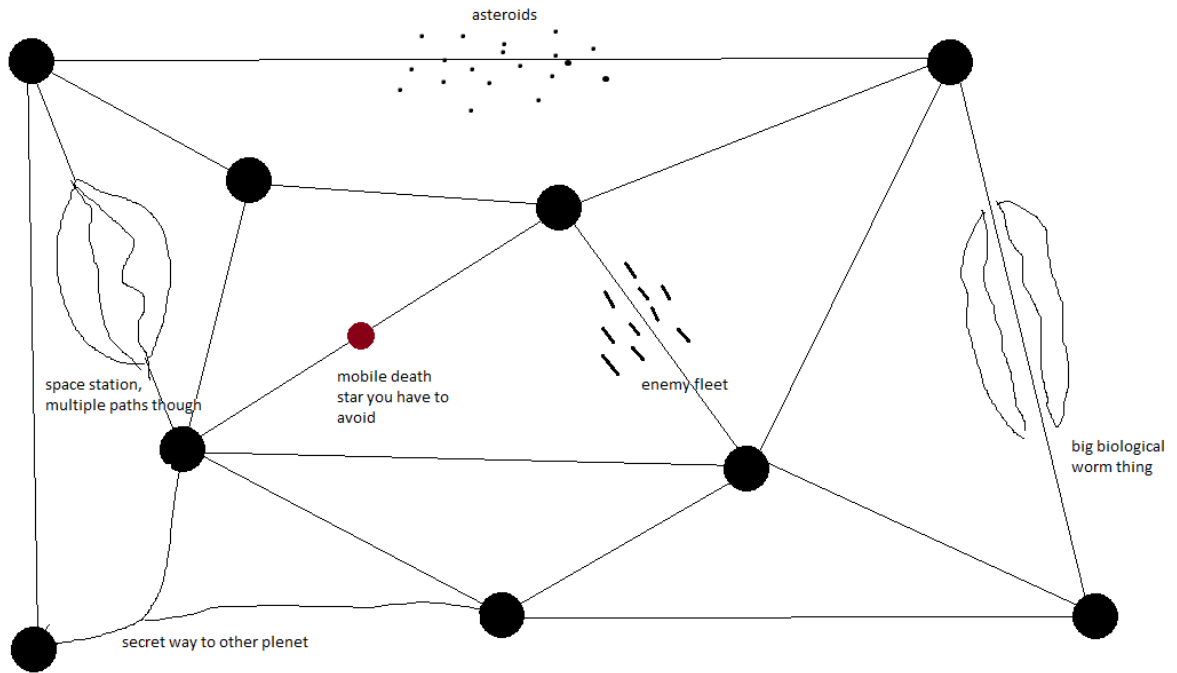
Concept for iPhone/Android game:



Left thumb controls ship. Could be that no touch leaves ship stationary/not moving. It could be that moving the thumb to the right moves the ship in proportion, so that you thumb doesn't need to be on top of it (notice the ship is farther forward than the thumb, ie moving thumb one unit forward moves ship 2 units or more.) Double tapping and holding left thumb could do a boost.

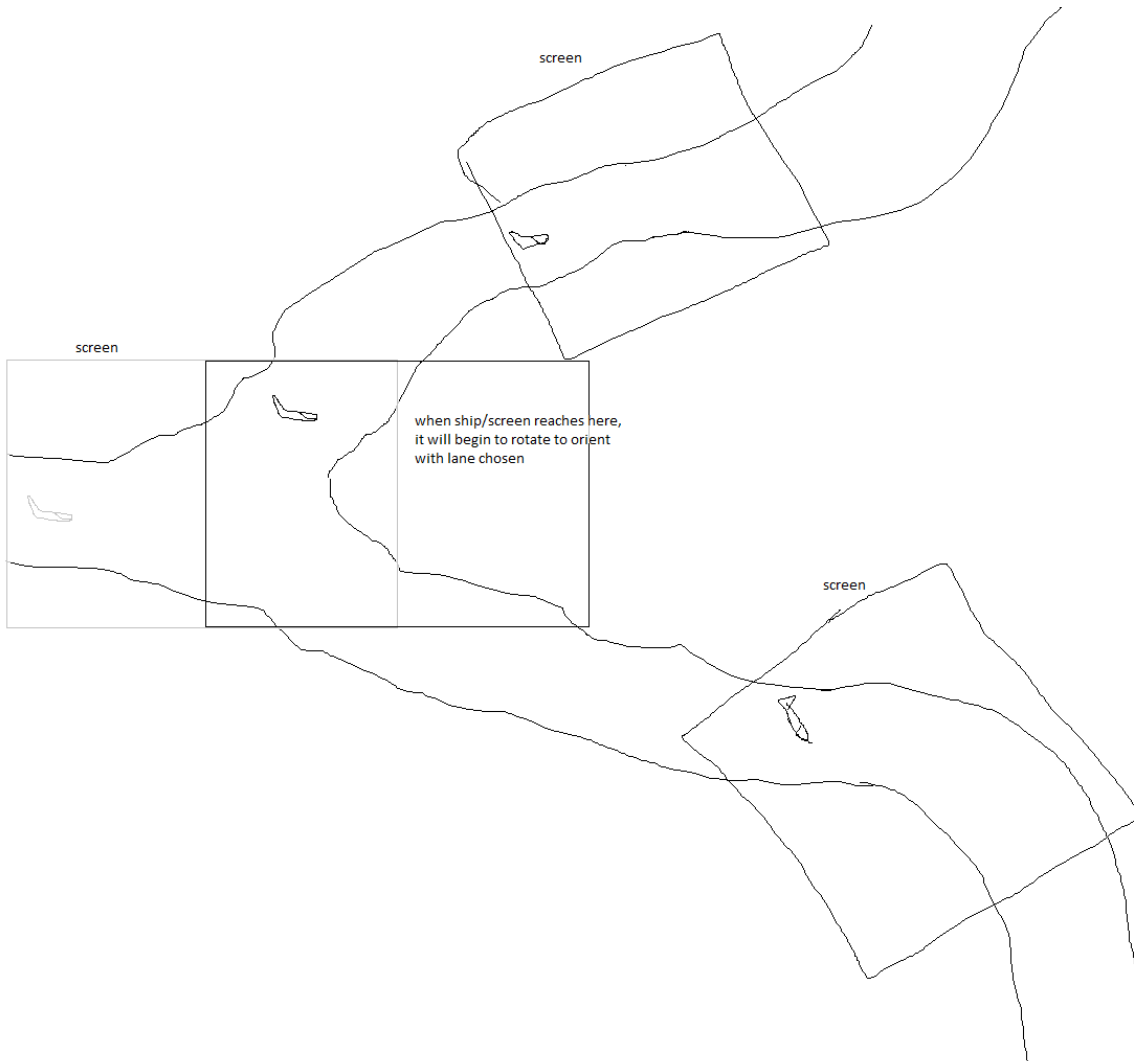
Right thumb controls shooting. Could just be holding thumb shoots forward, or some gun could actually shoot at angles depending on where the thumb is positioned.

The reverse button could reverse the direction of travel (like in Defender the arcade game). Map would bring up map of space. Could also have some weapon select buttons.



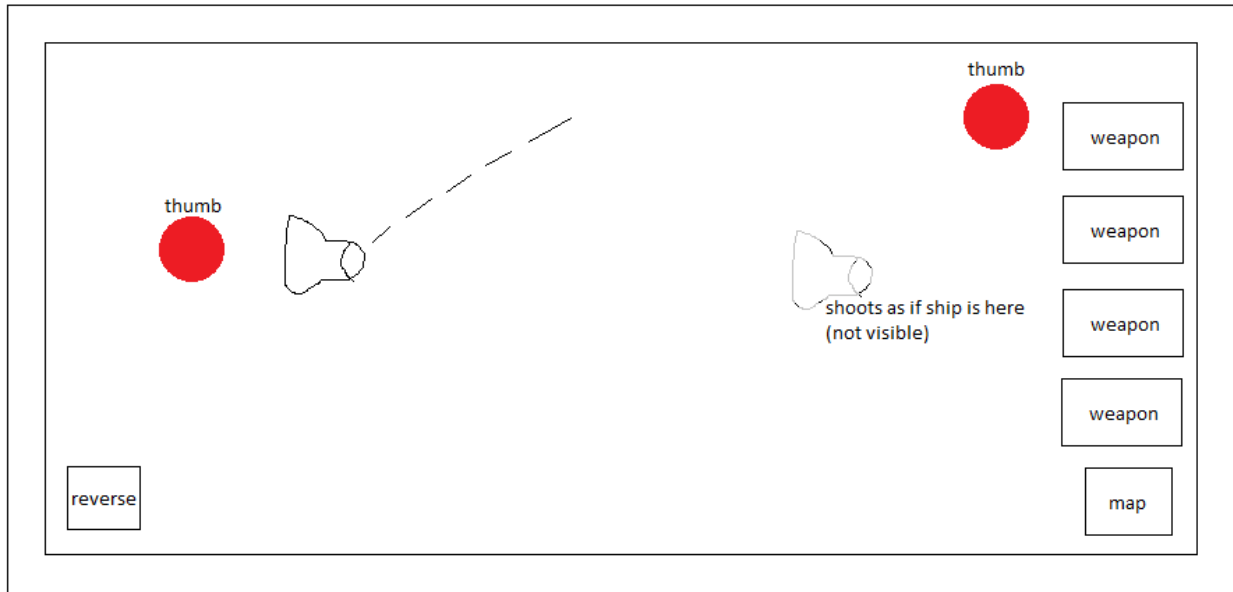
The lines would be avenues of travel. some levels could have a fork that can determine which planet you end up at. Ship upgrading could happen at planets, and you would have to locate specific upgrades, planets determine which upgrade you can get.

Two options here could be when you get to a planet, you get to choose the next destination from a map screen. Or the game could always be in fly view, and you could choose directions by actually flying (i like this idea, but could have ship orientation issues).



Example of how direction picking could work. When you go to a certain position in the screen, it would rotate to the the area the ship is in. This could create a lot of complications, might be better to just have a panning screen, and have to select next destination.

Although to combat the problem that the ship may end up upside down, could have to be an over head view but still panoramic.



Example of overhead view but still fly side to side. maybe turning the phone upside down could change the direction? Perhaps too clunky for that.

This game has a lot of potential for upgrades:

- ship speed
- upgrades for each weapon
- some sort of cloak
- ship power upgrade for cloaks, boosts, super weapons
- ship shields

Defender screen shot

