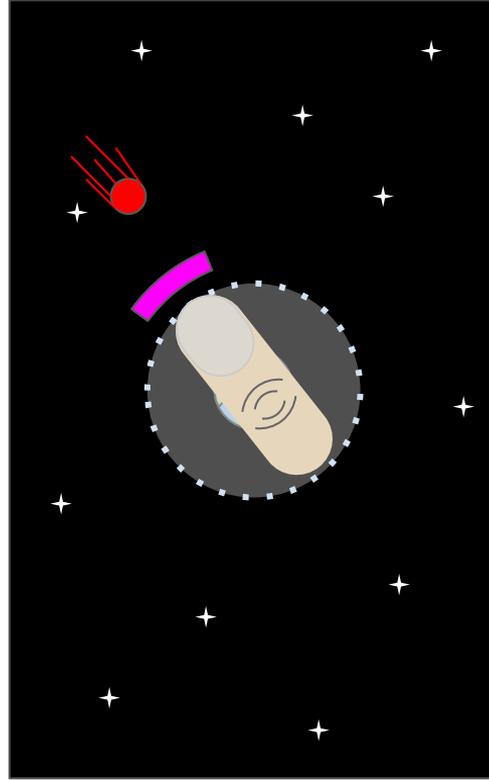


Player has a planet in the center of the screen



Objects fly at the planet and the player has to block them with their thumb

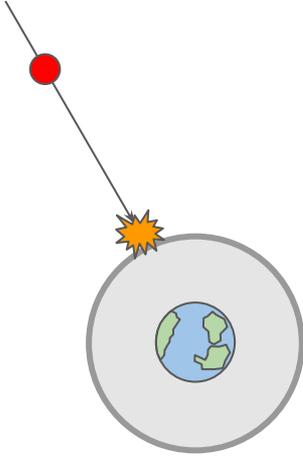
When the player's thumb is not centered a shield is formed in that direction.

Each projectile reacts differently to the shield, some are destroyed, some bounce off and come back.

A few projectiles can hit the planet without losing the game. Planet should crack and react to the hits.

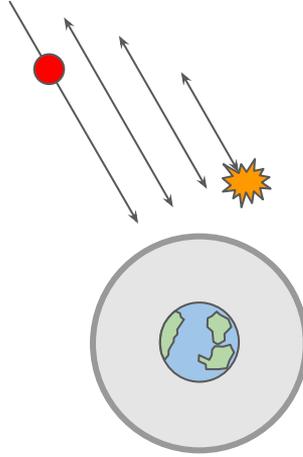
Projectiles

Basic



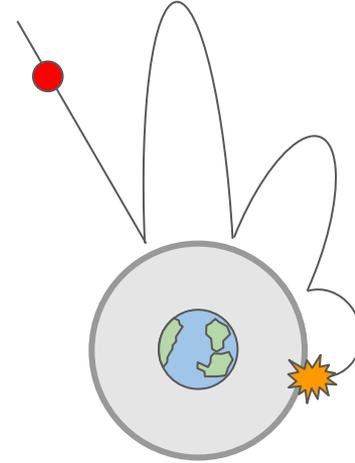
Destroyed on impact with shield

Basic Bounce



Hits shield and bounces straight back and then comes back along the same trajectory. Each bounce is smaller than the last. 3-4 bounces.

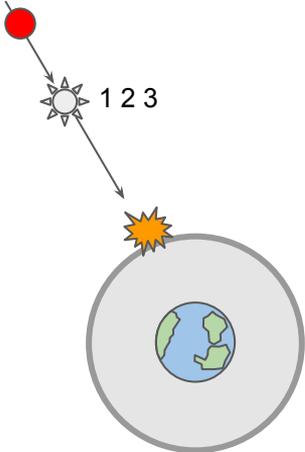
Orbital Bounce



Hits shield and bounces around the planet. Each bounce is smaller than the last. 3-4 bounces.

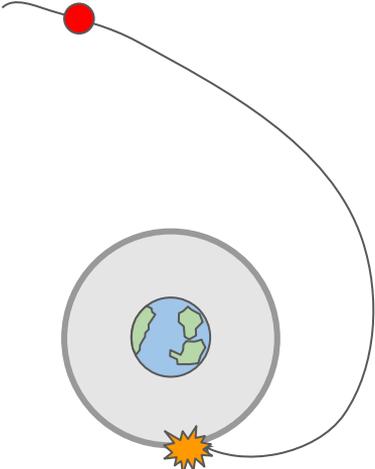
Projectiles

Pause Shot



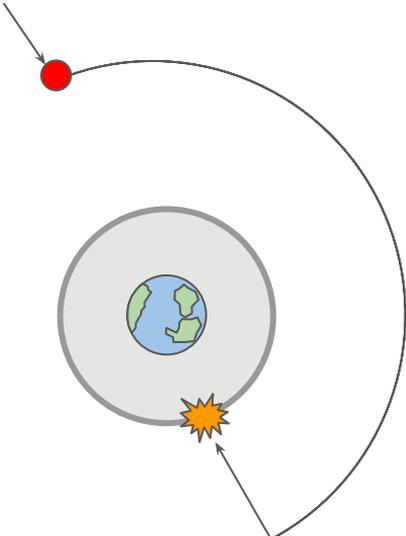
Shot comes in, stops and waits. It then blinks 3 times before it resumes its course. Destroyed on impact with the shield.

Orbital



Shot orbits the planet as it falls in. Probably space debris too, not just shots.

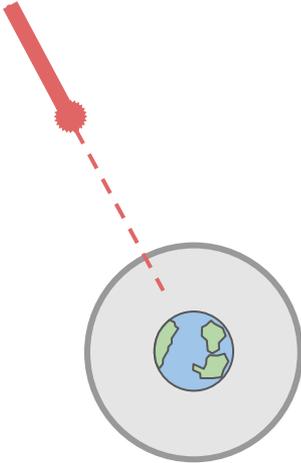
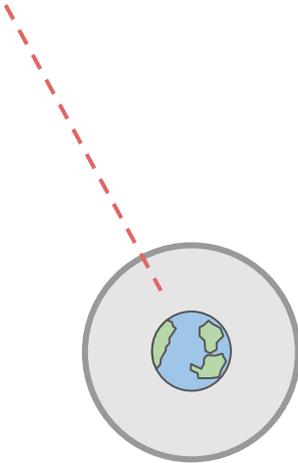
Semi-circle



Comes in, then goes in a semi-circle around the planet before shooting down again. Possible color change from green to red, red indicated when it will shoot toward the planet.

Projectiles

Laser
Shot

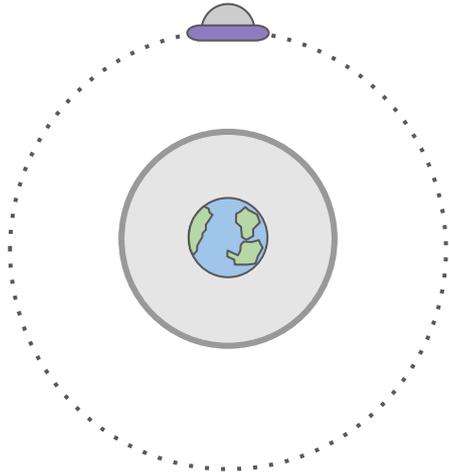


A laser line comes in and is incomplete or dashed in some way to indicate that it is a path that is being aimed. It blinks three times and a laser if shot down the path.

When blocked the shot bounces back into space.

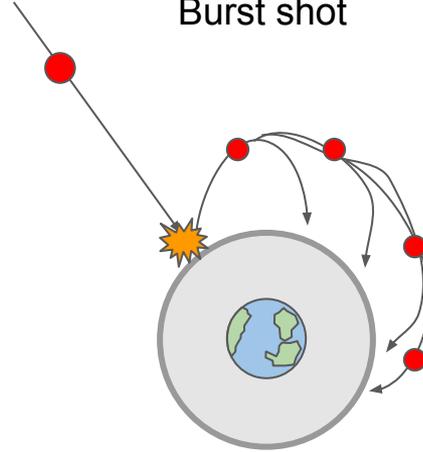
Projectiles

Alien ship



Ship orbits the planet shooting various projectile types at the planet until it finally tries to crash into the planet.

Burst shot



A projectile comes in, upon being deflected it explodes and shoots out several other projectiles in one direction, which come back down in succession. So the player then slides their shield in that direction and can deflect them all.

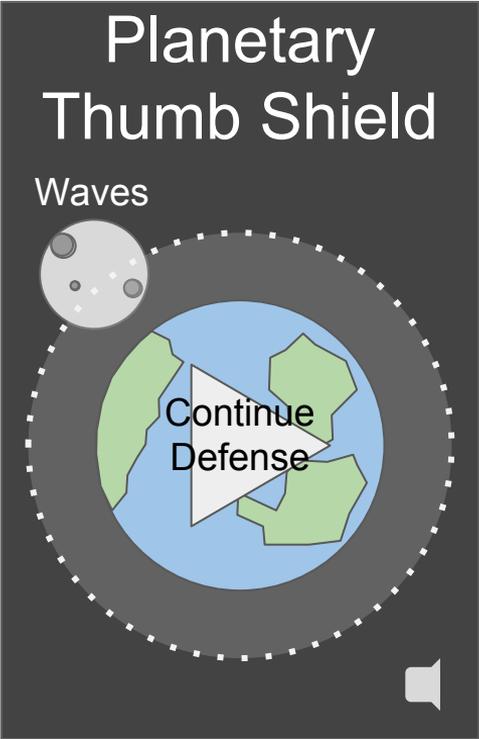
Structure

Level based game, each wave is a level. Each wave takes the same amount of time to complete, say around 1 minute or so.

Monetization: ~~Either they buy the whole game for \$1 or they are blocked by ads every 5 levels. These would be “rewarded ads” so they have to complete the ad to unlock the next section.~~

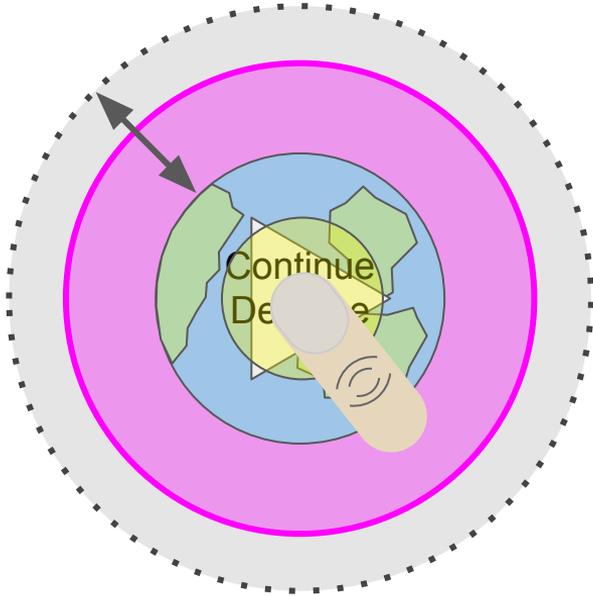
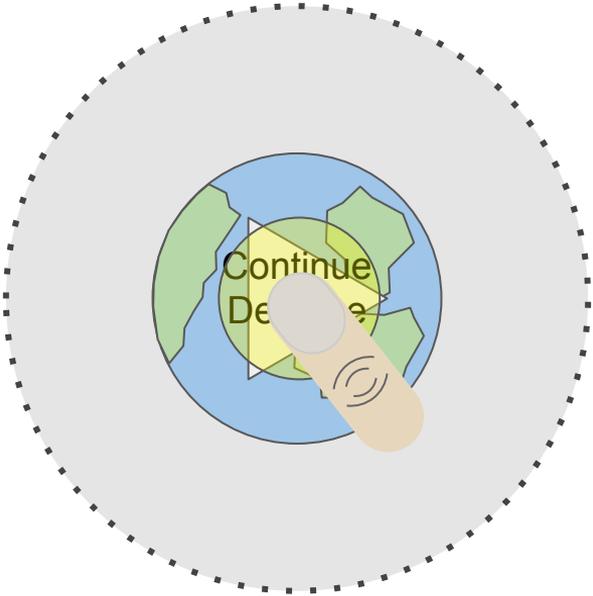
Remove unpaid ad version. You only get a few cents per player that way and there is no other monetization planned for this.

Menu



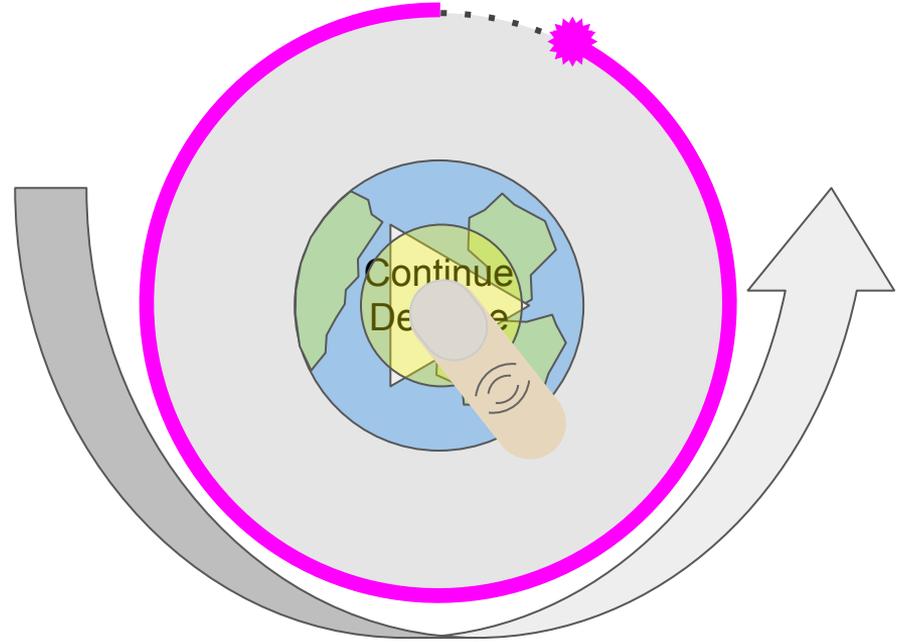
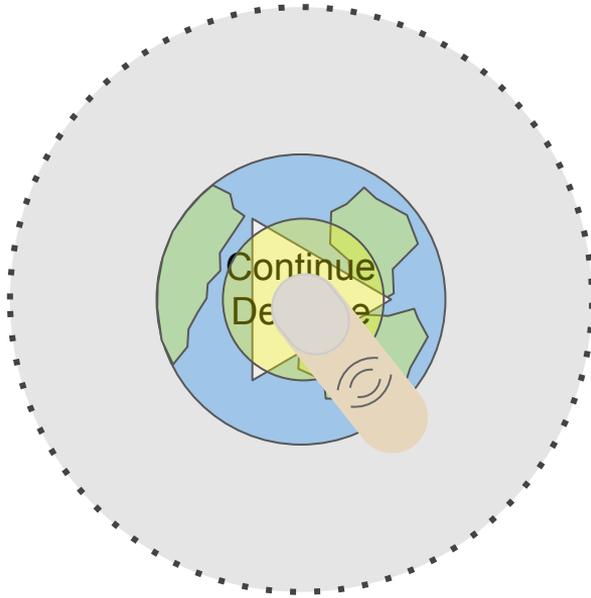
Three options on how to start

Holding the center of the planet causes a “shield” to grow out of the planet until it fills the shield area.



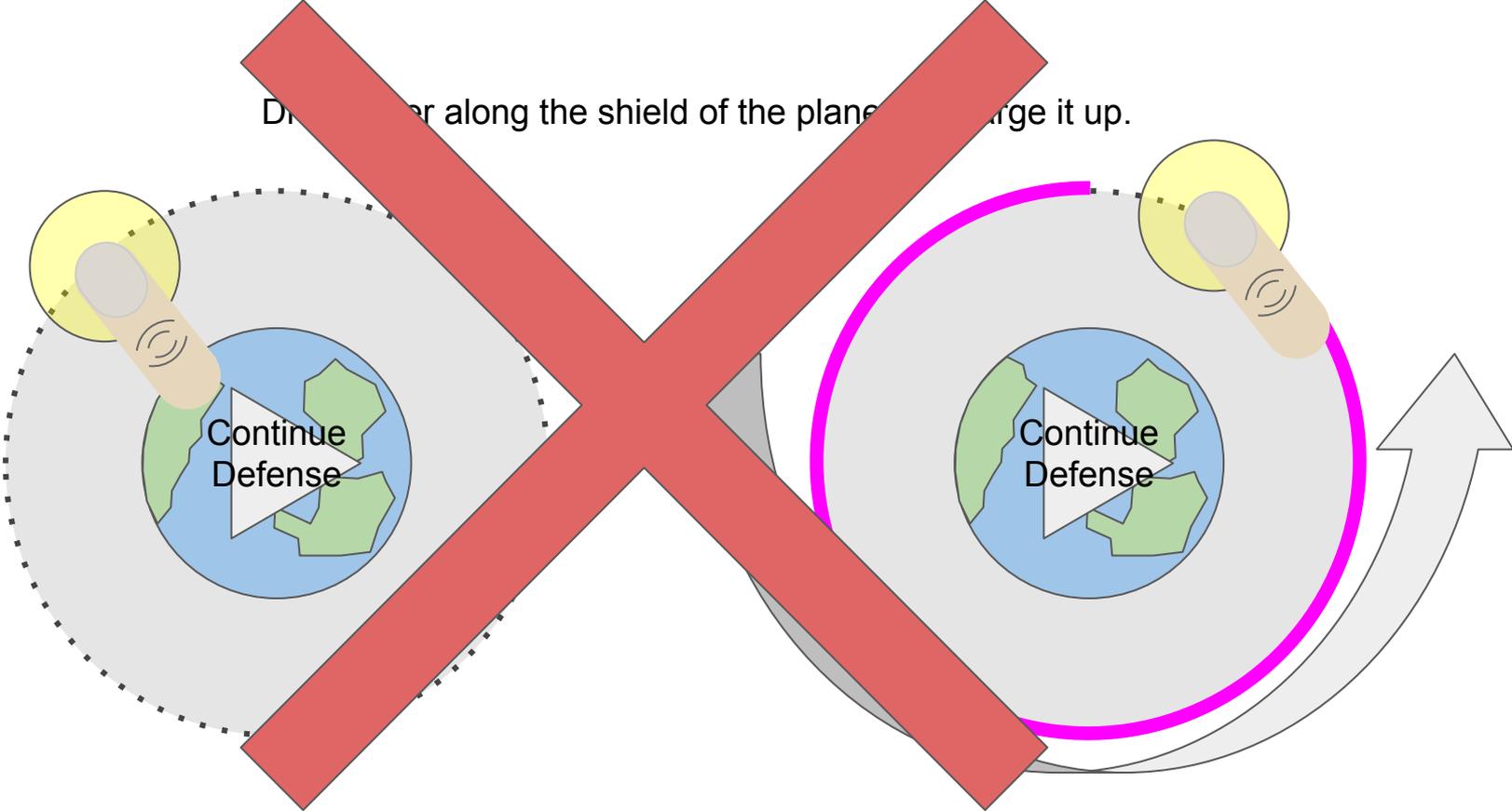
Three options on how to start

When the player holds down on the planet the shield on the outside begins to fill in until it goes all the way around the planet.

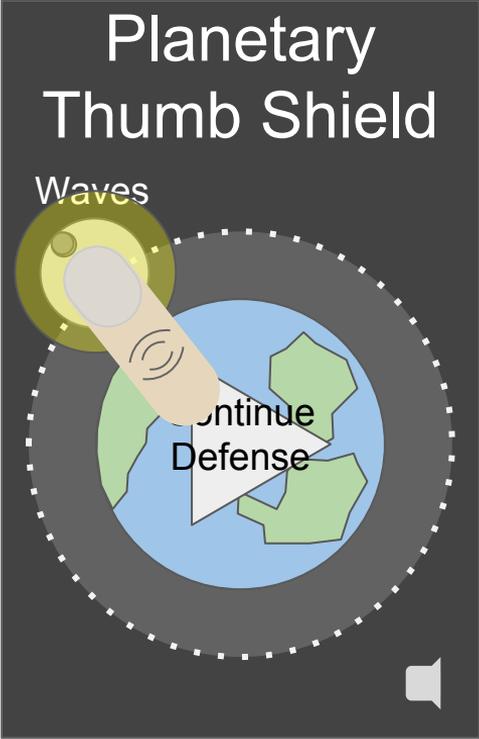


Three options on how to start

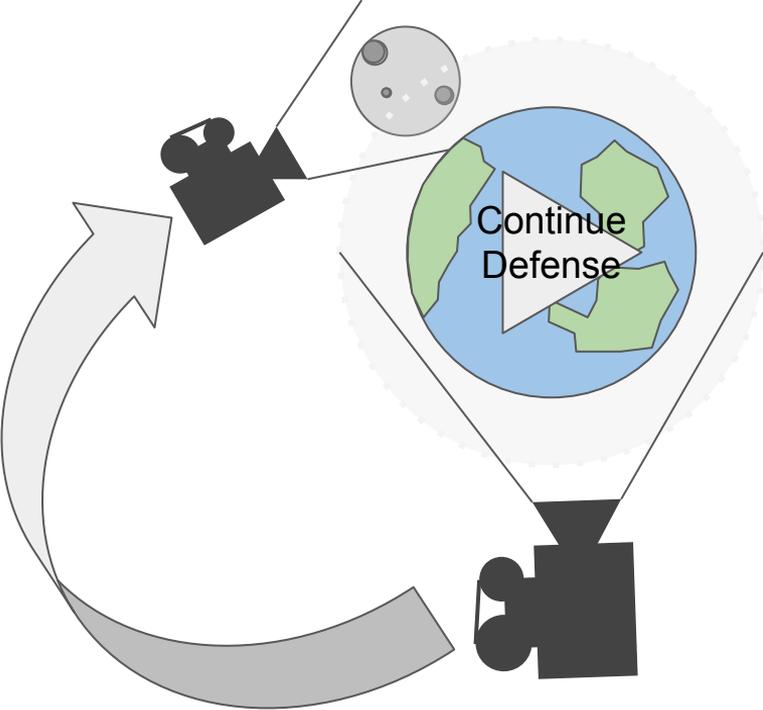
Drive along the shield of the plane and charge it up.



Waves Moon



Camera swings around and focuses on the moon



Waves Moon



Zoom in on the moon to reveal an array of buttons which will let the player replay levels they have completed or are on now. As the player scrolls left to right the moon rotates in the background.

Returns to the planet view. Camera swings back and focuses on planet.

Current Level

Waves Moon

Should the title waves be on the moon or above it?

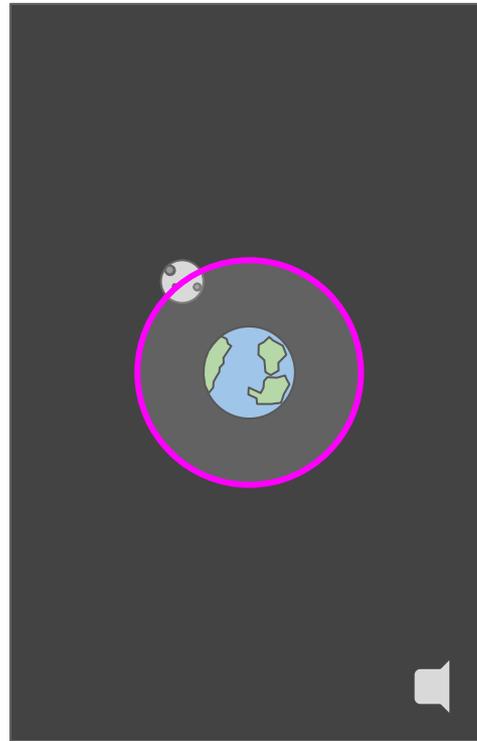


Menu Transition to Play

Scene transition from
Menu to Game



Title and words fade out as the player activates the continue button

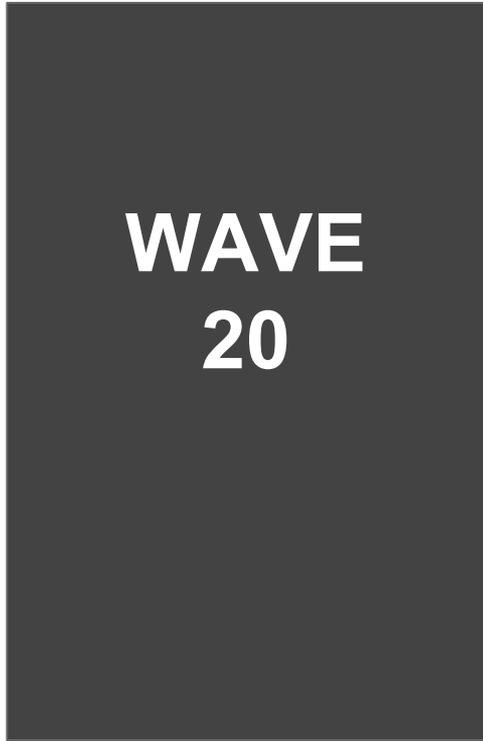


When play is finished charging, the camera zooms out and centers the planet (the planet also shrinks to make more room in the shield.

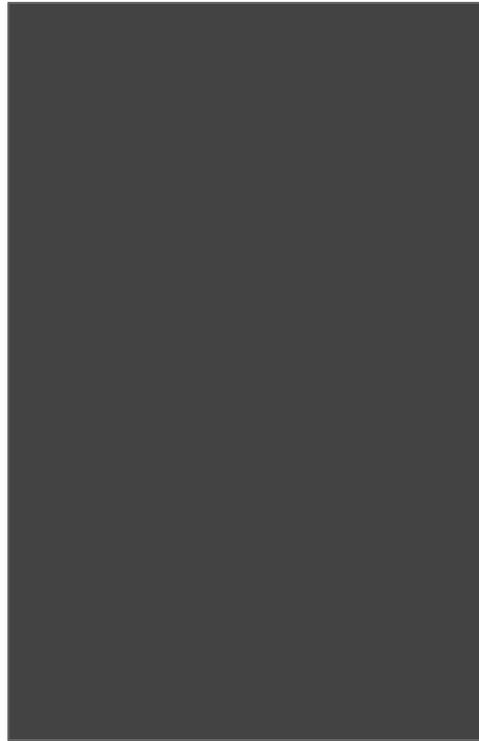


Fade to black

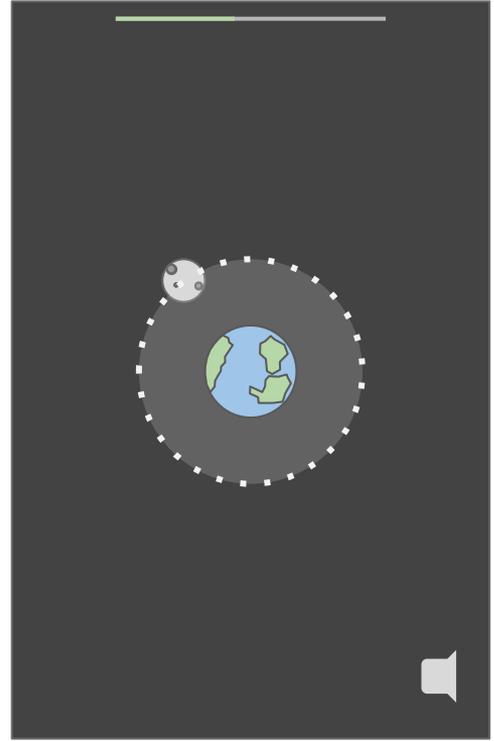
Menu Transition to Play



Wave number appears in some cool way with a sweet sound (either fade in or smash in from behind camera



Fade out wave number and in planet play scene.



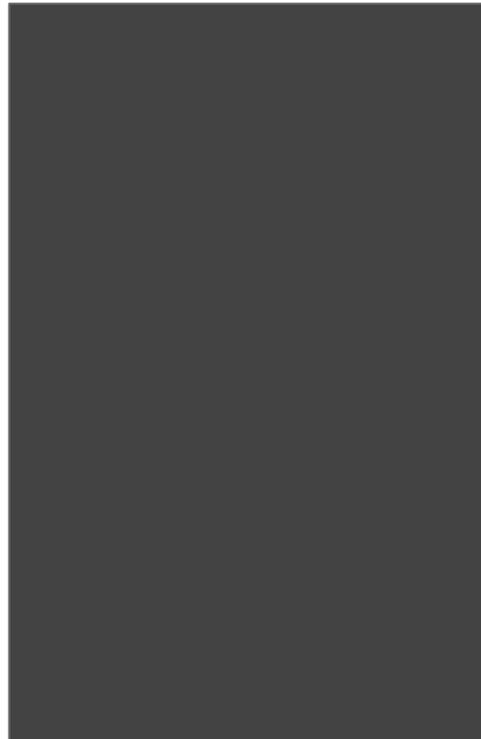
Play begins

Player Loses

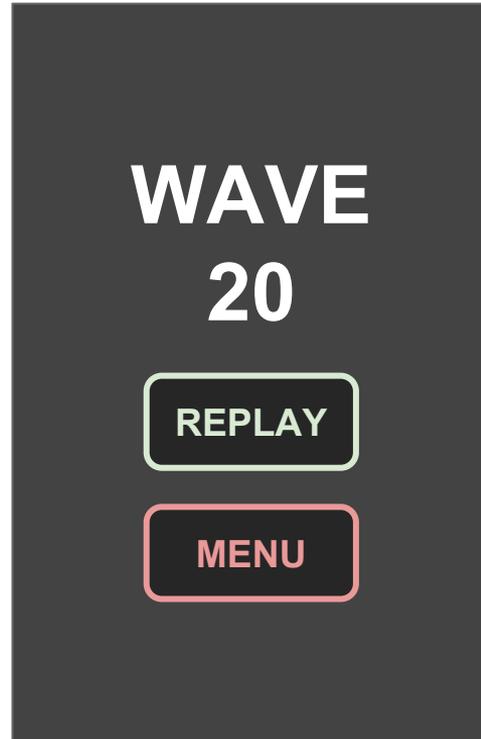
Line turns red then fades out along with volume as the planet explodes



Super cool supernova explosion when player loses

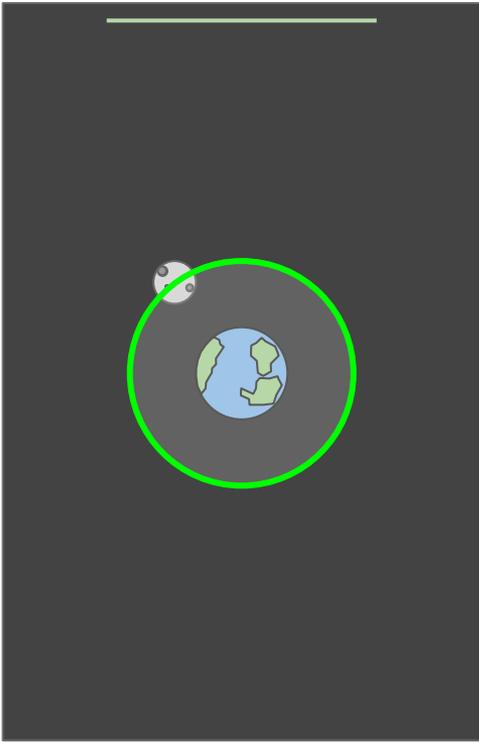


Fade to black

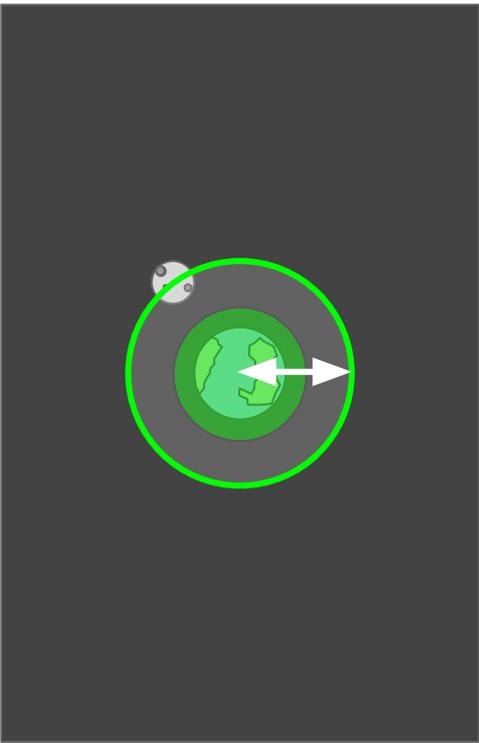


Fade in wave number and buttons

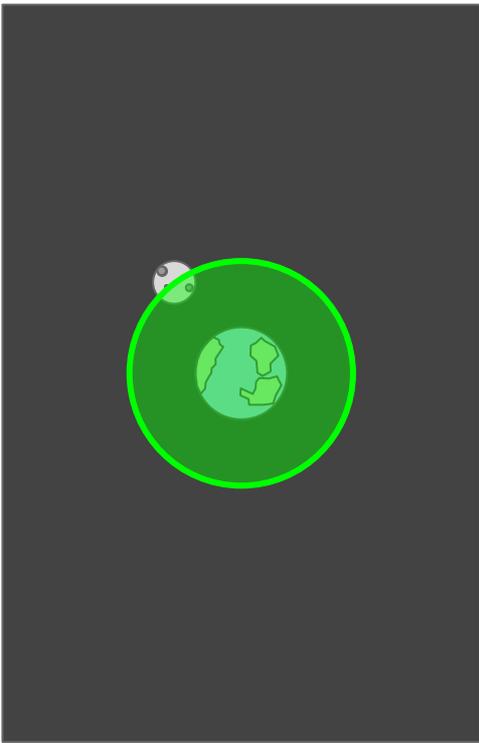
Transition to Next Wave



Completion line fades out as the shield line blinks on three quick times in whatever color we use

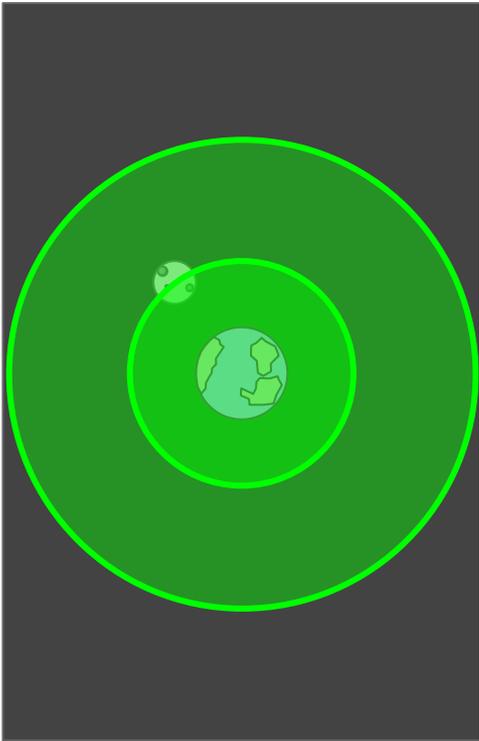


When the last blink happens a wave of that color grows from the planet to the shield line.



When the shield circle fills up it pauses for a second and a sound begins to build until it bursts.

Transition to Next Wave

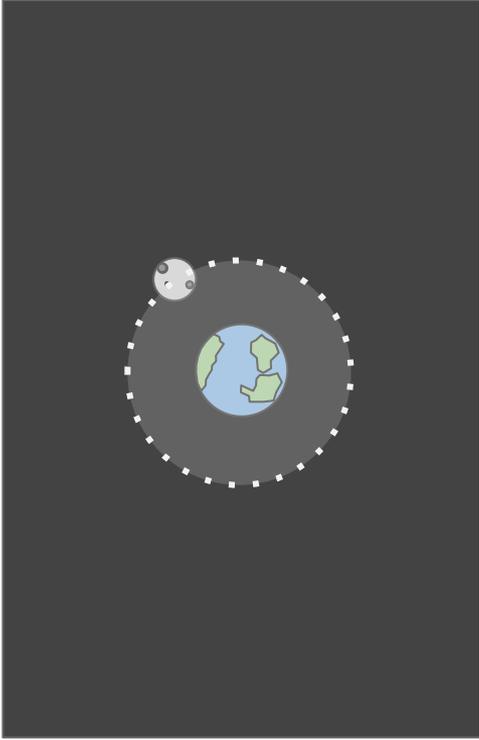


When the sound bursts the light grows beyond the planetary shield until it fills the screen

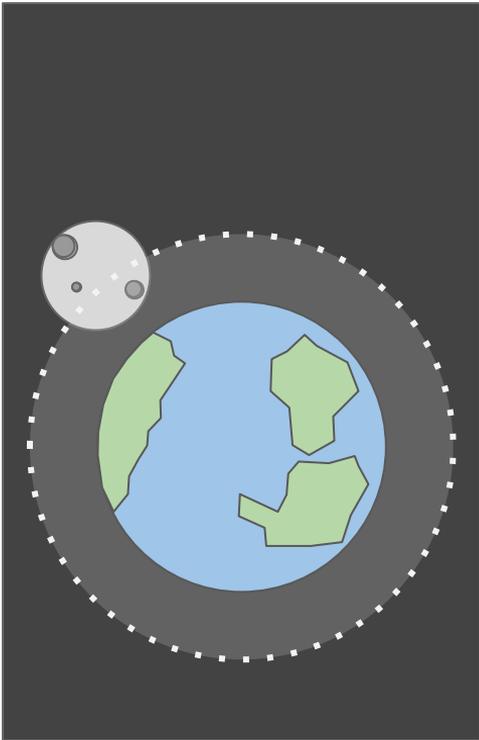


Wave number appears and then Complete! Appears. Hopefully with cool music.

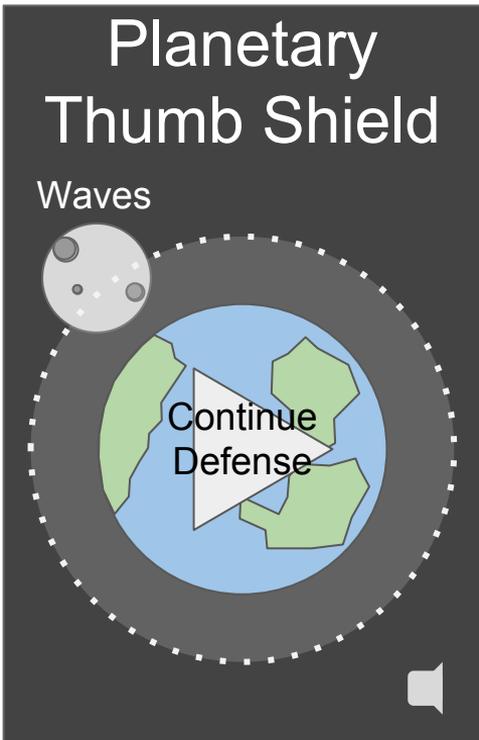
Transition to Next Wave



Wave number and complete fade away and the background color quickly shrinks back into the planet.

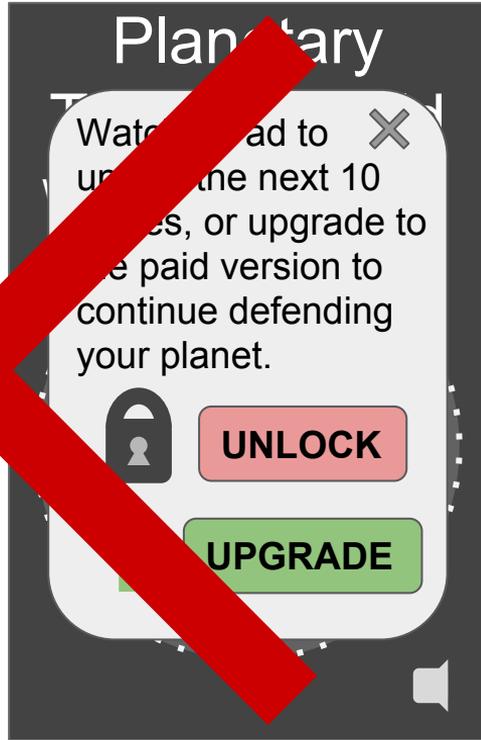
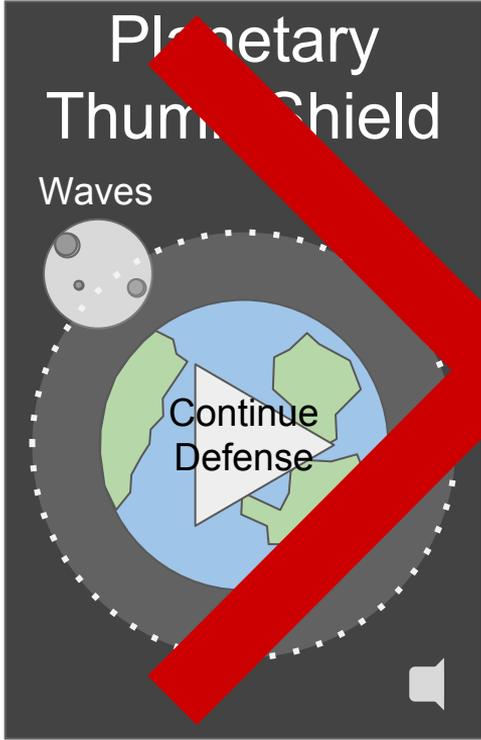


Zoom in and transition to main menu view



Play button grows out of the planet, then the words, title, and volume fade in.

If not on paid version



Removed unpaid version. No longer need ads

When the player hits the continue play button a popup pops up

Or possibly it goes to it's own custom page which looks nicer than popup?