DragoFly: Fire and Destruction

Overview/Theme

Idea Summary

Our main player is a dragon. Enemies are army units. Dragon uses firebreath and fireballs to finish enemy units. Army units attack the dragon.

Goal

What's the ultimate aim of the player playing this game? Why will it be fun, entertaining or satisfying?
Ans: Main goal is flying dragon and causing destruction upon enemies with realistic effects.

Mock Ups

References (Optional)

https://www.youtube.com/watch?v=t6nzIp4DDLk

Art Style (check any number of boxes that apply)

- 3D
- High Poly
- Photo Realism

Look & Feel / Camera

- Third Person

Mechanic

Controls

- Landscape

- Joystick
- Tap
- Hold
- Release

Progression

- Level Based
- Score Based