

Vertical Shooter Concept: Yo-yo Plane

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Vertical Shooter Concept: Yo-yo Plane

Two Sentence pitch: Launch and control a paper airplane with a yo-yo attached to it. Use the yo-yo to survive the onslaught of incoming bugs and insects.

Two Minute pitch:

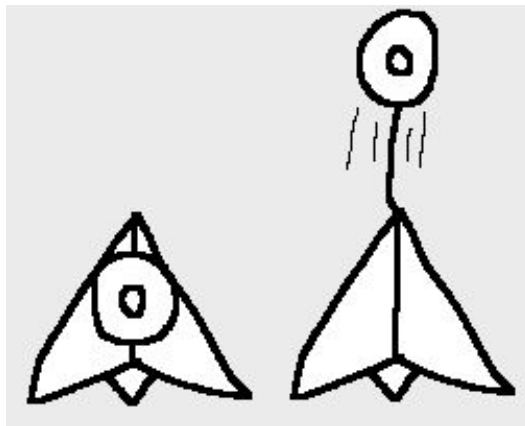
Forget what you know about shoot 'em ups like Galaga or Xevious: Yo-yo Plane is a far simpler approach to the genre. Take control of a yoyo-wielding paper airplane that breezes through the skies, all the while combating insects that might throw off your flight path using the yo-yo's impressive and unique tether mechanic to weave your way through the oncoming bug horde. Collect a variety of power-ups that will help you survive the never ending charge of bugs.

Gameplay overview:

- The objectives:
 - Endurance game
 - Defeat enemies as they approach you
 - If an enemy damages the plane, the player loses a life
- Controls:
 - *Left/Right arrows:*
 - Move left or right
 - *Spacebar (hold):*
 - Yo-yo spins around the plane (Visuals)
 - Gives the player a sense of winding it up for a more powerful throw
 - Determines the distance the yo-yo travels (distance is directly proportional to the hold time)
 - *Spacebar (release):*
 - Yo-yo released forward
- Main Weapon:
 - Controlled as stated above
 - Deals 1 HP worth of damage to all things it touches
 - Able to pull off powerful combos since yo-yo will follow paper plane even after release
 - Can collect power-ups
- Plane:
 - HP: 3 point
- Collecting power-ups: (Subject to balancing changes during play testing phase)
 - These are collected using the same mechanic as killing the bugs or using the movement of the plane

- *HP return:* (health is able to go over 3 points)
 - Returns a single health point
 - Frequency - common after 15s
- *Double points:*
 - Double points for 10s
 - Frequency - uncommon after 30s
- *The fly swatter:*
 - A helping hand in killing enemies
 - Deals 4 HP worth of damage to all bugs present on screen
 - Frequency - rare after 30s
- *Temporary shields:*
 - A temporary shield is activated upon collection
 - Shield can soak up to 5 HP, or lasts for 5s
 - Frequency - rare after 30s

Preliminary Designs:

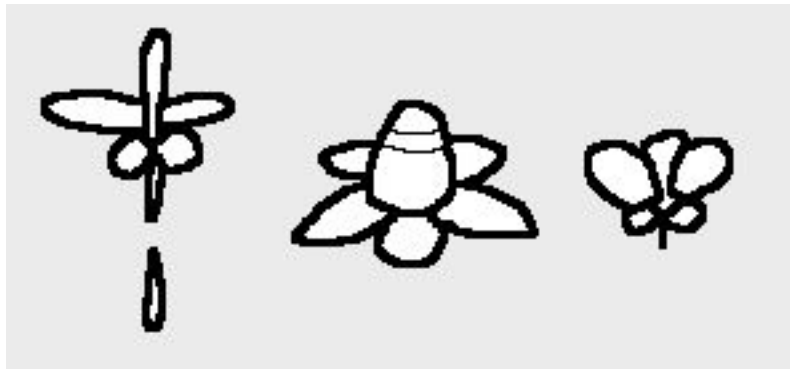


Enemy overview:

- Types of bugs:
 - *Files:*
 - HP: 1
 - Damage type: On collision
 - Damage amount: 1
 - Speed: fast
 - Points: 10
 - *Mosquitoes:*
 - HP: 1
 - Damage type: Projectile and on a collision
 - Damage amount: 1
 - speed: medium-high
 - Points: 20
 - *Beetles:*
 - HP: 1
 - Damages type: On collision
 - Damage amount: 1
 - Movement: random horizontal movement
 - Speed medium
 - Points: 35
- Bosses:

- *Wasp:*
 - HP: 4
 - Spawns at a more delayed timer than the bugs
 - Damage type: Projectile and on collision
 - Damages amount: 1
 - Speed: slow
 - Points: 50

Preliminary designs:



Environment and Level design overview:

- Sky environment, the player flies above a layer of clouds that move to promote the sense of movement.
- Enemies approach the player from the top of the screen space invaders style.
- Soothing airy music that immerses the player into the environment.

Art direction documentation:

- Simple pixel art

Approximate Timeline and Milestones:

- Assemble assets by: November 12th
- Enemy behavior scripted: November 12th
- First Prototype built: November 23th
- Playtesting: November: 30th

Team Bio and Excepted contribution fields:

4 undergraduates with a passion for truth and wisdom band together to bend genres and define a generation of video games.

- Anoosh: Scripting
- Ani: Scripting
- Emmett: Artwork / Sprites
- Hector: Scripting / Sound design