

# Mission Swift Retort Game

## Abstract:

Technology increased day by day, and different games are realized daily. As it's a part of course to make some project so we decided to make a game project. **Mission Swift Retort** is actually a game based on **Operation swift retort**. As we all know that, Pakistani pilot destroy the Indian jet and made history, from this we got the idea of this game. Its actually a simulator game for simulation of Air craft. In this game player is on jet whose target is to attack the enemies' jet and destroy it. Basically a 3D game in which different missions are given to the player, who can chose different kind of jets, and then his target is to defend or attack on the enemies jet which are actually AI based algorithms. when the player destroy the enemies jet then get a badge as a reward. The game consist of three kind of missiles, three buttons are made for them on the bottom right of screen. To control the movement of the jet a round shape button is made by which left, right, up and down movement of the jet is control is built at the bottom left of the screen. There will be three types of missions available for the play. **Attack** -A mission in which player have to attack on enemies, and destroy their jets to complete this mission. **Defend** -Mission that take the brunt force of other fighter jets. The player can choose what formation these jet follow, defend them and can deploy these jets at in an effort to get the badge as a reward. **Practice**-In this unit player can chose different kinds of jets and fly them, and try to become expert in flying the jet and increase the performance.

## Goal:

Goals give something for the player to strive for. In a game, a goal is an aim (e.g., goals can be to destroy enemy's jet and got the badges).

Goals are fundamental to games; they determine what the player achieve the goal, and give the player a sense of accomplishment and progression. Goals are what a player reaches for in the game and they are traditionally quantifiable, meaning that the goals are entities that can be measured, depending on which goals we use.

In this game, goals are destruction of enemies jets and passing the defending process successfully and got the badges by completing game missions and power up his performance by increasing skill in flying and player level up by completing his mission successfully. For getting offers of different jets with better performance player has to collecting more badges and complete his missions successfully.

## Objective:

The game objective is actually that how the goal is achieve. The objective of the game is to achieve certain number of badges, after destroying the enemies' jets.

There are several missions to achieve that badges.

**Attack** -A mission in which player have to attack on enemies, and destroy their jets to complete this mission. A specific area is given to the player to attack on it as a mission, when the player enter in that

area , the player should be alert, when the enemies jet is near to the players jet then he got information of that jet and try to attack on it and destroy it. The player get a badge as a reward after destroying every enemy's jet.

**Defend** -Mission that take the brunt force of other fighter jets. The player can choose what formation these jet follow, defend them and can deploy these jets at in an effort to get the badge as a reward. When the jets attack and enter the players area, the player get the signal and become alert .And when find any enemies jet near him, try to destroy it by throwing missiles on it and get the badges.

**Practice**-In this unit player can chose different kinds of jets and fly them, and try to become expert in flying the jet and increase the performance.

## **Reference:**

Pakistan to observe its retaliatory action against India on Feb 27 as 'Operation Swift Retort'

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