**Paratrooper**

**Overview:**

The player controls a bunker armed with a turret. The mission is to defend the ground from incoming fire and paratroopers.

**Weapons:**

|  |  |  |
| --- | --- | --- |
| Cost | Description | Name |
| -- | Regular cannon ball. | Cannon |
| 200$ | Tripled cannon ball. | Spread Cannon |
| 600$ | Fast-shooting cannon. | Riot Cannon |
| 400$ | Side kick. Tower guarding your ground from other ground threats. | Infantry Tower |
| 800$ | Side kick. Turret guarding your ground from other ground threats, using a tesla coil. | Tesla Coil |
| 1600$ | Side kick. These turrets will shoot first any ground targets, using machine guns, and then shoot down any air targets with machine guns. | Auto-Turret |
| 3200$ | Side kick. Turret guarding your ground from other ground threats, using a laser beam with ability to shoot more than one at once. | Laser Turret |
| 6400$ | Side kick. These turrets will shoot first any ground targets, using machine gun, and then shoot down any air targets with homing missiles. | Super-Turret |
| 1200$ | Total laser beam gun. | Laser Beam |
| 2400$ | Shoots rapidly homing missiles. Uses different bunker turret sprite. | Rapid Missile Launcher |
| 500$ | Magnetic shield. | Light-Shield |
| 1000$ | Magnetic shield. | Medium-Shield |
| 2000$ | Magnetic shield. | Heavy-Shield |
| -- | Armory. | Light-Armor |
| 600$ | Armory. | Medium-Armor |
| 1200$ | Armory. | Heavy-Armor |
| -- | Generator. | Light-Generator |
| 400$ | Generator. | Med-Generator |
| 800$ | Generator. | Heavy-Generator |

**Bonuses:**

Bonuses are stored inside falling "bubbles". To achieve them, the player has to shoot them down.

* Atom Bomb – Clears the map from all enemies.
* Extra Money – Gives the player 200$.
* Fix – Fixes for armor, shield and sidekicks armor.
* Air Strike – Calls bombers to clean ground.
* Mega Shield – Invulnerability.
* Super Generator - Doubles shooting rate.

\* Also, when achieving targets, the game will taunt good sayings.

\* Level system - There will be 30 levels, every level will be shown as a cube. Underneath every cube there will be 3 stars indicating how much times the level has been completed. Every star is a skill.

Level properties

Time: Every level will have timer (1 - 3 min).

Enemies: Every enemy in the level will have a number (0-10) means the chances that it'll show (0 none - 10 lots).

Shop before: Option to buy weapons and other stuff. Every shop will be defined what options are available to buy.

Music: Unique music for every level.

Background image: Unique.

Think about the option for creating own campaigns.

Combos

While playing, player can get combos

**Enemies:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Bonus | Level Appear | Speed | Weapon | HP |
| Scouts | 10$ | 1 | Fast | -- | 1 |
| Tiltrotor  V-22 Osprey | 20$ | 1 | Slow | Paratroopers | 1 |
| Tiltrotor  Bell X-22 | 30$ | 2 | Medium | Paratroopers | 2 |
| Tiltrotor  Bell XV-15 | 40$ | 4 | Fast | Paratroopers | 2 |
| Tiltrotor  Curtiss-Wright X-19 | 50$ | 6 | Slow | Paratroopers (On land discharge) | 4 |
| Infantry | 5$ | 1 | -- | Rifle | 1 |
| Bazooka Guy | 10$ | 2 | -- | Chaingun | 1 |
| Apache | 60$ | 8 | Medium | Chaingun | 2 |
| Eurocopter Tiger | 70$ | 10 | Medium | Missiles | 3 |
| Raptor | 80$ | 12 | Fast | Air-Strike | 2 |
| R-36 | 90$ | 14 | Medium | Ballistic Missile | 1 |

**Working Plan:**

1. Background

- Check resolutions for most devices. V

- Create a background image. V

2. Player

- Create a bunker sprite. V

- Create a turret sprite. V

- Create Left and Right buttons. V

- Make the buttons move the turret. V

3. Shooting

- Add a shooting button. V

- Add a shooting sprite to the turret. V

- Create a bullet. V

- Make the shooting button activate the turret. V

ADD PARTICLE SYSTEM - USE LIBGDX TOOLS

ADD SLIDER TO MOVE THE TURRET - USE LIBGDX CONTROLLERS.

4. Enemy

- Create a scout sprite.

- Make the enemy move.

- Make the enemy vulnerable to player's bullets.

- Create falling pieces.

5. Paratroopers

- Create paratrooper sprite.

- Define the paratrooper.

- Make it land and shoot the bunker.

- Add the bunker ability to shoot at soldiers.

- Make soldier vulnerable.

- Make air-craft crash kill soldiers.

Idea - Make the enemies appear by music.

\* Add first sidekick.

\*Create health system + make bunker vulnerable.

6. Level

- Create level system.

7. Money

- Create the value.

- Create dollar signs when enemy is destroyed.

8. Shop

- Create a background.

- Add the Riot Cannon.

9. Level schemes GFX – Day, Night and Rainy

- Desert.

- City.

10. Player GFX

- Bunker and turret + shooting.

11. Menu GFX

- Left, right and shooting buttons.

- Damage system.

- Status bar.

12. Weapons

- Add all primary weapons.

- Add all sidekicks.

\*Add smoke effects when sidekick harmed.

\*Create collapsing animation.

- Add all shields.

\* Make the hit effect.

- Add all armors.

\*Make the player die.

- Add all generators.

- Add bonuses.

13. Enemies

- Add all enemies + weapons + falling pieces.

- 2 Types of explosions: Crashing and particles.

\* Add affected animation of soldiers.

\*Effects

- Quakes.

- All kinds of explosions.

- Smoke + small smoke sprites.

\*Shop

- GFX and buttons.

14. Levels

- Create 30 levels.(Look at modern level progress)

- Auto-Save between levels.

15. Main Menus

- New game.

- Difficulties.

- Continue game.

- Quit.

- Credits

- Intro (With option for sound toggle).

- How to play tips

- Add option for online high scores with Facebook login.

16. Sounds

- Add sounds (With option for toggle sound). + Vibrato effects when hit.

- Add music.

17. Hebrew (?)

- Make it available also in Hebrew.

18. Compatibility

- Check and adjust to all DPI's.

- Implement analytics.

19. Security

- Encrypt game.

20. Distribute

- Make it available to tablets too.

- Facebook

- Forums

- Open Google+ account

- Website

- Shirts

**GFX work**

* Fit all GFX to all DPI’s.
* Draw infantry’s shooting frames. V

**Business plan:**

Two options:

1. In-App purchase - Advanced features will cost money to unlock: Weapons, levels and bonuses.

2. Demo and Full versions.