**Space Fighter Production Brief**

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**Goal:** To make a 3D space fighter game similar to games like Battlestar Galactica and Star Trek: Shattered Dimensions (both PS2 era games) with at least two players and AI enemies to fight against. Players fight against at least two types of enemies (a fighter and a capital ship) with different AI that players have to fight against and destroy.

**AI:** The fighter is a small ship similar in size to the players’ ship and capabilities. Some patrol a small area and attack players when they enter that area, others will chase players around the map until either they or the players are destroyed, others stay in groups and only attack when attacked, and others wander aimlessly until they detect a player. The capital ship is a slow moving giant that slowly moves along a set path around the map boundaries, and attacks players with devastating weapons when they get too close.

**Networking:** Allows players to play together in a stable networking environment. Players can see each other move, as well as the enemy ships and all projectiles. Players and enemies would all spawn server side.