

B-17 rear gunner simulator

Defend your B-17 from incoming enemy aircraft! Shoot them down to score points and protect your bomber

Target Audience and Platform

15-30 year olds, into military or arcade stuff, people who like to be challenged greatly, windows

Unique selling point

This game will feature realistic aircraft motion. There aren't really any games that I could fly that let you take control of a gunner on a bomber.

Game Mechanics and Overview

Enemy fighter and friendly bomber with realistic motion, and a simplified damage model to allow components like wings to break off

Fully functional fighter AI, utilizing PID's and the physics system to move it towards a target

A selection of hand made levels

Projectiles that leverage the collisions system

An additional mode for dogfighting with the fighters

Utilizes the FMOD audio system for enhanced audio processing

User Interface and Controls

Controls will be extremely simplistic, with only pointing and clicking on enemies. This will still be relatively complicated, however, as the player will need to lead enemy aircraft

The user interface will show a crosshair, a hit marker (where applicable), and menu navigation for settings, credits, levels, and exiting

Schedule

(weeks start at the first week of assignment)

Create enemy aircraft prefab – due 1st week

Create bullet prefab – due 1st week

Create basic player controller – due 1st week

Create bullet behaviour – due 2nd week

Create gun behavior – due 2nd week

Create enemy behavior – due 3rd week

Create player behavior – due 4th week

Create GameManager behavior – due 4th week

Add Audio – due 5th week

Create levels – due 5th week

Inspiration

War Thunder – flight and damage model idea

Ace Combat – enemy markers