Game Design Doc

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Intro

Concept

Duo pilots underwater mech/sub and avoid terrain while engaging other pilots and bots.

Art

Audio

Game Experience

Task List

Sub interior

Pilot

Switches and controls from VTOL VR potentially

Engineer

Design basic mini games to start

Rewire close to pilot to get systems back

Put out fire

Refuel (Core insert like titanfall?)

Reload/reset weapons systems

Could have a call system and tube to get items from storage (spawn them in) to save on clutter there by default.

Environment

I’m thinking enders game like arena and firing range to test and learn vr in unity.