Game Design

# RuftLauser: Luft like no Rauser as ever Lufted before

## Game Mechanics

The game places you in the cockpit of a WW2 aircraft thrust into combat as a fighter ace. You as your countries greatest fighter pilot are tasked with destroying the enemy air force and fleet. It will only be you, the fighter pilot ace verses the entire enemy force.

## Core Gameplay

The core gameplay will consist of a 2D sides-scroller type shooter which the player will be able to fly in and shoot down other flying enemies and strife naval enemies. Items such as bombs will periodically drop and will allow the player to use bombs to either take out large ships and even some large aircraft.

## Game Play Elements

Basic mechanics such as a 2D side-scroller based physics will be used for all flying objects such as enemy planes and the player. There will also be a projectile system which all the enemies and the player will use. A bomb system in which a projectile with no propulsion (unlike bullets) will be used by the player.

The game will measure player progress in the score that they will get. The score is affected by the enemies that the player kills. Enemies will have a certain base point number which, if an enemy is killed, will add to the players score.

## AI (Questionable)

The AI will only have one objective and that is to kill the player. It will simply shoot the player and depending on what type of unit it is, will either follow the player around and peruse them (an air unit) or simply move slowly across the sea (if they are a ship).

## Flowchart

## Function Requirements

## Mock-ups

## GUI Objects

The score will be the only

## Art and Video

## Overall Goals

## 2D Art & Animation

### GUI

### Marketing and Packaging

### Terrain

### Game Play Elements

### Special Effects

## Sound and Music

## Level Design