**Project Local Group**

**Good Graphix Games**

**Revision 0.1**

**Kent Weiler**

Overview

**Theme / Setting / Genre**

* Sci-fi
* Not so distant future just above planet Earth (and maybe the moon)
* Action, Flight Sim, Shooter

**Core Gameplay Mechanics (brief)**

* Role-based, asymmetric play with different abilities and viewports
* Engineer manages ship resources and status
* Pilot steers the spacecraft through the missions
* Artillery controls aiming and firing of ship’s turrets
* Social communication

**Targeted Platforms**

* Android Phones and Tablets (version support for Kitkat? and up)
* Personal Computers (Windows)
* iOS builds available through Unity Cloud Build (future discussion)

**Monetization Model**

* Android App free download, Ads

**Project Scope**

Game Time Scale

* + Team available only some evenings and weekends

Team Size (3-man team potentially)

* + Kent Weiler  
    - (role)
  + Adam Mann  
    - (role)
  + Eric Ogrodnick  
    - (role)

Licenses/Hardware

* + Unity Personal Licenses (Free)
  + Android Devices (Samsung Galaxy S6 Edge, Samsung Galaxy S3)
  + Personal Computers

Total Costs with breakdown

**Influences**

**Guns of Icarus Online**

* PC Game
* Players control a single ship together filling different roles such as turret control, piloting, and repairing ship.

**FTL**

* PC Game
* Power resource management

**Star Wars**

* Movie series
* Space combat in the Millenium Falcon required same type of social communication and roles.

**Mothership**

* Board Game
* Players have a star fleet, “mothership”, and a space colony. Mothership controlled through power resource management.

**The Elevator Pitch**

* One Sentence pitch of the game

**Project Description (brief)**

* Two paragraphs to three

**Project Description (detailed)**

* Awefaw

**What sets this project apart?**

* Unique local mobile platform integration for input and viewport on PC
* Asymmetric gameplay via roles and mobile devices
* Social element, player to player communication due to restrictions on roles and abilities

**Core Gameplay Mechanics (detailed)**

The game is mission-based: the objective of each mission ranges from elimination (destroy target(s)) or reach goal (survive the duration of the level). Players take on various roles to help accomplish each mission. There are 3 different roles for players to fill: Engineer, Pilot, and Artillery. Each role offers a different play style and gives players different ways to help the team survive.

Players can each get different visual information that must be communicated to the team through live social interaction. The pilot’s camera is restricted to where his ship is facing. Artillery users can freely move camera in a semi-sphere, but restricted to orientation of the spacecraft. The engineer has a limited viewport, but has a view of all the ship’s vitals or internals.

Story and Gameplay

**Story (brief)**

* Earth gets attacked by other planets dwellers in the not so distant future. Rather than risk their own lives fighting them, they build AI programs to run their spaceships and fend off the invaders before they make it to Earth.

**Story (detailed)**

**Gameplay (brief)**

**Gameplay (detailed)**

Assets Needed

**2D**

* Menu UI
* In-Game HUD (aiming reticles, ship status UI)

**3D (not really important)**

* Main spaceship model
* Enemy starcraft, space station models
* Asteriod model? Comet model? (Check asset store)
* Skybox space (already obtained)

**Sound**

* Laser shots
* Explosions
* Engine sound
* Menu Theme
* Space Battle Theme

**Code**

* Awefawe

**Animation**

* Minimal, cheat animations via particle effects, image effects, post-processing, hard-coded
* Build animations in Unity if necessary

Schedule

* Object 1