Wings of Wrath 2.0 GDD

20th February 2023

# Timeline

This project should take three months to finish.

## Target Launch Date

29th April 2023 (My date of birth)

* Finish first prototype by the start of March 2023

# Core Concept

An air combat game. Main game play is dogfighting, but ground attack and bombing can also be a part of the game play.

# Mechanics

Player will use his thumb to control the aircraft like in thumb drift game.

Enemy aircrafts will move in formations.

Every enemy encounter will be scripted:

1. Encounter opposing direction.
2. Enemies moving in opposite direction at 12 o clock.
3. Enemies attack from six o clock.
4. The number of missiles a formation will fire will be scripted.

The player will be made to feel smart.

If the enemy aircraft know that the player is at his six they will try to shake it off by doing maneuvers like:

1. Complete a full circle
2. Complete a half circle
3. Quarter circle left -> Quarter circle right -> Quarter circle left \* 3

# Storyline

The story is set in 1980s. Player character A and his friend B fly multiple missions together. B dies in a mission and A runs back home.

# Aircrafts In Game

### Player’s Side

1. F-14
2. F-16
3. A-10
4. A-6

### Enemy Side

1. Mig 29
2. Su 30
3. Tu 160
4. Mig 21
5. Mig 19
6. Mig 17
7. Mig 23

# Game Juice

### Impact Camera

10 to 30 frames.

Activates when a missile hits a plane that is close by or hits the player. The player has to be unengaged unless the impact camera would not show up.

Inspiration- Tekken 3 paul’s power hits.

Events that would trigger the impact camera:

1. Sam launch
2. Missile hit
3. When a bullet kills
4. When a bomb hits
5. When aircrafts collide
6. When something especial has to be shown( a building etc, landing, takeoff).
7. When player circles around a crashing aircraft.

# Reference games

1. Sky knight (gameplay)
2. Sword Ship (gameplay, art)
3. #Drive (3d art, character art)
4. Tekken 3 (impact camera)
5. Raptor F22 (music, environment, dialogs, gameplay)