Open Flight X

Flight Plan:

Our plan is to make a highly realistic 3D flight simulator(game), with detailed aircraft both graphics, function and physics and, highly detailed individual airports.here are the key features:

* Variable physics for aircraft, etc…
* Highly detailed airports, every airport crafted separately with detailed plans, moving parts, crew and appropriate textures and ATC.
* Proper crashes and failures, water landing etc..
* Aircraft has separately damageable parts and parts can snap off.
* Visible passengers and ground crew including luggage
* Network play
* Variable weather
* Wing view/Passenger view
* Accurate cabin Announcements
* Proper boarding/tug. And marshalling procedures
* Play as a marshall?
* Full world accessibility

Team:

We would need a Co-Founder, A 3D modeler, ???