

Game Design Doc

A general design/feature document. This is more a putting some ideas in place I can find them and pretend this is a design doc ;)

General Outline

Space Spitfires taking on Space Nazi’s in an alternative ww2 history. A simple space flight sim akin to XWing / Tie games.

Currently two possible tracks might be taken.

1. A story that starts on earth and culminates in space for an epic battle.
2. A story entirely based in space.

This is partly done to finding the core game play, and partly down to creating good flight physics for the player.

Constraints

Identifying the constraints the project exists in, and trying to live with-in those as much as possible.

- No animation support in engine (other than simple rotations in code).
- No voice acting.
- Close combat as much as possible to fit Oculus VR’s low res.
- One shitty artist (and incase anybody reads this I’m referring to myself).

General Feature List

- Single-player
- Around 1 - 2 hours of game-play
- Comic intro and cutscenes
- Play from chase camera or VR Cockpit

Art Style Ideas

Would like to go for a bright colored space but this is getting quite common so shall experiment to see if it adds anything. May make it less black but not bright colors.

Simplisitc art.

Level Ideas

Initial Demo Level

Death Star

Hoth

North Africa

North Sea / Oil Platforms

Deep Space Missions

White Cliffs of Dover

Game Goals

Primary

- All space levels

Secondary

- Land based levels also.