Crazy Plane is a game where the objective is to fly a plane around and score as many points as possible. The game will have two modes, ring and target.

In ring mode, the goal is to fly through as many hoops as you can before time runs out. The hoops can be different sizes and their color will determine their point value. The hoops will dissapear if they are not reached within a certain time. When they are very close to dissapearing they will flash slowly, flashing faster the closer it is to dissapearing.

in target mode, the goal is to shoot flying targets to score points. the workings of the targets is the same as the rings in terms of size, color, dissapearing, flashing, and point value differences. however, some targets can also move. these targets will have there own colors and will be higher value then stationary. There will also be negative targets that will take points away if they are hit.

In both games, new targets/rings will spawn each time another dissapears.

The game will have a main menu that allows the user to choose between the two modes. there will also be a pause menu.

once the game is completely functioning it will be transfered and made to work on a mobile platform.