# Project Work Breakdown

## Key Development Roles:

In game artwork:

Game scenery

Backgrounds

Terrain

Game objects

Vehicles

Structures

Trees/grass/fauna

People?

Game effects –

fire, explosion, shockwave, smoke, dust, tracers, muzzle flash

weather?

Day/night cycle

## Key Project Goals:

Novel damage model for a 2d shooter

Possible 2.5d 3 planes of movement like Little Big Planet

Massive sense of scale – zooming in to show subsystems on an aircraft to flying over large expanses of terrain.

## Intended Game Story Sequences:

A B52 bomber equipped with a 16” battleship cannon – unfeasible, but a 747 Space Shuttle Transporter or An-225 can do it! (details remain sketchy as to recoil and muzzle flash)

Crash landing over a long distance of bumpy/small hills to cause careening and ground spray – surviving means cleaver piloting and dumping fuel/weapons

## Optional Game Story Sequences (that might be just too ridiculous):

A sequence where you must perform a partial ejection to shoot either the canopy or entire ejection seat straight up and into the intake of a low flying enemy aircraft

At least one engine startup sequence where something goes wrong and there is a high likelihood of total aircraft destruction – you must follow “quick time” directions in a slow motion time frame to save your own life and maybe the aircraft. These “quick time” actions should be things that you can do at any time through key presses (even if they are complicated and rarely/never used).

Crash land an aircraft into a cave/mine entrance so that the wings a ripped off but the aircraft is still drivable.

## Overarching Themes:

Death of any intelligent being is horrible – there are no “bad guys”, just other agents who you may be put in the situation that you have to fight them.

There are always choices – violence may not always be the answer.

Not a murder simulator but closer to a MacGyver simulator – with fighter jets that blow stuff up.

## Possible storyline 1:

You are raised by loving family in a village like settlement of people with a conspicuous access to fighter aircraft. Some kind of “bad thing” happened to society and most people are stranded in small communities because large cities were destroyed. Large possibility that robots/ AI caused this, but controlled by a human element. Idea is that technology and AI is neutral to begin with , but depends on human usage and/or influences on it while “growing up” (such as in the case of a learning AI). Twist ending is that your parents and everyone you ever knew are robots (possible humorous explanation for their strange behavior in scripted conversations and such). Most of humanity is dead or in hiding. Your parents escaped from the radical “bad” AI and/or human tyrant leading the AI. They found you as a baby with dying parents. They raised you as the last hope to save humanity and artificial humanity. The idea is that artificial intelligence has become intelligence in these advanced robots that raised you, but the older less advanced AI has developed defenses against changing and is controlled by tyrannical/misguided humans.

Your are trained as an excellent pilot flying converted military aircraft to deliver supplies to communities along the river. You life in Alaska, where the threat of annihilation has been very small. Your parents have taught you to fly these aircraft for two reasons: 1. They are fast and can handle large payloads of supplies, as well as deliver those supplies with pinpoint accuracy. 2. They are secretly training you for the day you must fight against the bad guys to save humanity, so almost all controls and interfaces are second nature – just the supplies need to be swapped out for weapons.

You fight your way into the continental United States to put an end to the tyranny. Maybe the scale is smaller and the threat is more local – maybe the threat is a giant mobile robot monster thing finally advancing into Alaska after conquering Canada and the US.