Core Concept

The player must tilt their phone to fly a paper plane through a series of goals within a level.

Inspiration Games

No games were inspired the creation of this project. I was inspired more by how I can think outside of the box and utilise mobile device features into a game. My first game focused more on touch screen input, but I wanted to explore what a mobile device could do and learned that most devices use accelerometers. The accelerometer inspires the tilting of the user’s phone for the player movement, which is a core feature of the game.

Design Pillars

Main Features and Mechanics

Phone tilting – This uses the mobile device’s accelerometer to influence the player movement. By tilting the phone in different directs, it corresponds to how the player moves in the scene of the game.

Target Platform and Audience

This game will be targeted to Android mobile devices as many phone brands use Android, so it is available to a wider range of users. Android is also accessible for downloading and installing the application.

Interface and Controls

Controls – uses the accelerometer in the mobile device to tilt the phone for player movement.

Basic Story

Guide a paper plane through goals in an atmospheric and calming environment.

Visual Style

Design Sketches

Audio Style

Known Issues and Bugs

Future Improvements

Relevant URLs