Core Concept

The player must tilt their phone to fly a paper plane through a series of goals within a level. This will use the accelerometer found inside of phones.

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.

I think users who want a level-based strategy game that they can play offline would find this game very appealing. This means that people who are travelling or are waiting for something can use this game to entertain themselves while being offline.

Interface and Controls

I mostly use UI elements in the title screen and at the end of the levels. I use text objects when I am displaying information to the player, like the score and feedback. These text objects get affected by my code and change text depending on the conditions of how the level ends. Feedback text object either display a “well done”, or a “too bad” for a win or lose ending. There is also subtitle text that changes depending on whether the player lost by flying up, down, or trying to leave the boundary of the scene.

I also use buttons in the game, all which control scene management, whether it was to enter the game, go to the next level, or restart the level.

I use a strong, cartoonish font with a dark outline to create contrast with the background.

I used the accelerometer in the mobile device to tilt the phone for player movement that steers the plane in the direction that the user is tilting their phone.

Basic Story

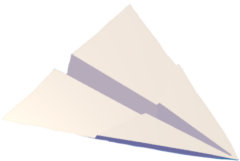
The player must tilt their phone to steer and guide a paper plane through goals in a calming and atmospheric environment.

Visual Style

I wanted to keep the design limited and very simplistic. Using primitive shapes like the cube for the environment was very effective in the way it was looked like an abstract cliff face. The cubes and the paper plane were both white and plain, but I used a skybox add a just warm and pinkish sunset complimented by coloured directional lighting.

My title screen reflected this pink theme, as I used a pink to blue gradient for the background and the theme for my game. The style of the game in the scene was aimed to look liminal and serene as the player steers their paper plane through the goals in the direction of the sunset.

Design Sketches



I used photoshop for the background and cut out around a screenshot of the asset I used to create the logo and the title screen for my name. It was simple and didn’t require much sketching as I also imported fonts to lay on top of these two sprites in the title screen.

Audio Style

Using a free online mp3 file, I wanted music that would evoke a calming sensation within the player and add to the liminal and atmospheric mood I wanted the player to feel as they concentrated on the strategy of the game.

Known Issues and Bugs

Tilt sensitivity is not very sensitive and requires the user to tilt their phone very far back.

User must wait for the plane to hit the boundary before a level ends.

If the player misses a goal, it is hard for them to turn around and try again.

Future Improvements

I will increase the sensitivity of the tilt, so the user is able to look at their screen properly while they control the game.

I think currently, two levels are good to show how the game would behave at the start, middle, and end of a round. I would like to add more levels in the future, with each one having a twist, like having to turn a corner. To add to this, I would like to add in a level select menu so players can replay favourite levels when there are many levels, so they don’t have to replay the entire game again.

Relevant URLs

Itch.io - <https://erikastuart.itch.io/taking-flight>

Video Presentation - [2-mobile-presentation-takingflight.zip](https://otagopoly-my.sharepoint.com/:u:/g/personal/stuaet1_student_op_ac_nz/EbekLJiy9OZBtBccptxtdfEBEQbS7buCgrNZYZCh-01LxQ?e=VzOnLJ)

Github - <https://github.com/erokasyuart/TakingFlight>