

# 3D ARCADE GAME

## Dusk-Dawn 360

3<sup>rd</sup>-Person Shooter Game

### Aims & Intentions:

Players are given 3 options of 3D Aircrafts that are available for different levels of difficulty during gameplay. Each aircraft has access to a **weapon that can be upgraded with power-ups** throughout gameplay. Power-ups can spawn more **bullets**; have **timed shields added to their aircraft**; and faster fire-rate of weapons. The weapons have a limit wherein they can 'overheat' and players have to wait for the weapon to cooldown – this is to prevent spamming of the weaponry use.

The **camera will push the player around the environment** to move along the game – if players take too long to move forward or get stuck behind obstacles, they lose a life and restart from a check point.

**Points** are collected and generate by killing and defeating **enemies (airborne & grounded)**.

The **bonus level** will be triggered by the **collection of an item** inside the game (warp).

### Environment:

**Dystopian cityscape**: curves & turns of distorted visuals/environment (Salvador Dali meets the Inception Hallway scene)

### Characters:

Each aircraft creates a different difficulty level.

Protagonist / Aircraft Select:

**F-111 Aardvark (Easy)**

**SR-71 Black (Medium)**

**X-15 Red (Hard)**

**Enemies** will be combinations of **airborne aircraft types & grounded types**, both **with weaponry**.

Antagonist / Enemies:

**Weaponised Airborne**

**Basic Airborne**

**Weaponised Grounded**

### Levelling:

The game will run as one long level with **checkpoints** & a bonus level halfway through gameplay.

### Specifics:

Overview of the mechanics include:

- levels of difficulty via the aircrafts (Research this)
- power-ups (once player picks up powerup – like with keys/tickets last term – they have access to something new for X amount of time)
- camera moves the player (Research this – maybe the camera follows code similar to enemies from T1 – following a path at a certain speed)
- **point system** (Term1)
- **bonus level trigger** (Warp)
- **health bar** (Lives)
- **weapon limitation bar** (if statement in code – if player reaches 250 bullets, cool down for 5 seconds)