**3D ARCADE GAME**

Dusk-Dawn 360

3rd-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) – Tactical Attack Aircraft

SR-71 Blackbird (Medium) – Strategic Recon Jet

Aviation X-15 (Hard) – Hypersonic Rocket Powered

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)
* health bar (Lives)
* weapon limitation bar (if statement in code – if player reaches 250 bullets, cool down for 5 seconds)
* power-ups (once player picks up powerup – like with keys/tickets last term – they have access to something new for X amount of time)
* bonus level trigger (Warp)
* camera moves the player (Research this – maybe the camera follows code similar to enemies from T1 – following a path at a certain speed) – might be unnecessary now?
* point system (Term1)
* Smart enemies (Term 1) tracking the aircraft