**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

**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
* power-ups
* camera moves the player
* point system
* bonus level trigger
* health bar
* weapon limitation bar