

Team 13: Aileron Proposal

Blog site: <https://aileron742638168.wordpress.com/?frame-nonce=a4b5edb8f5>

Overview

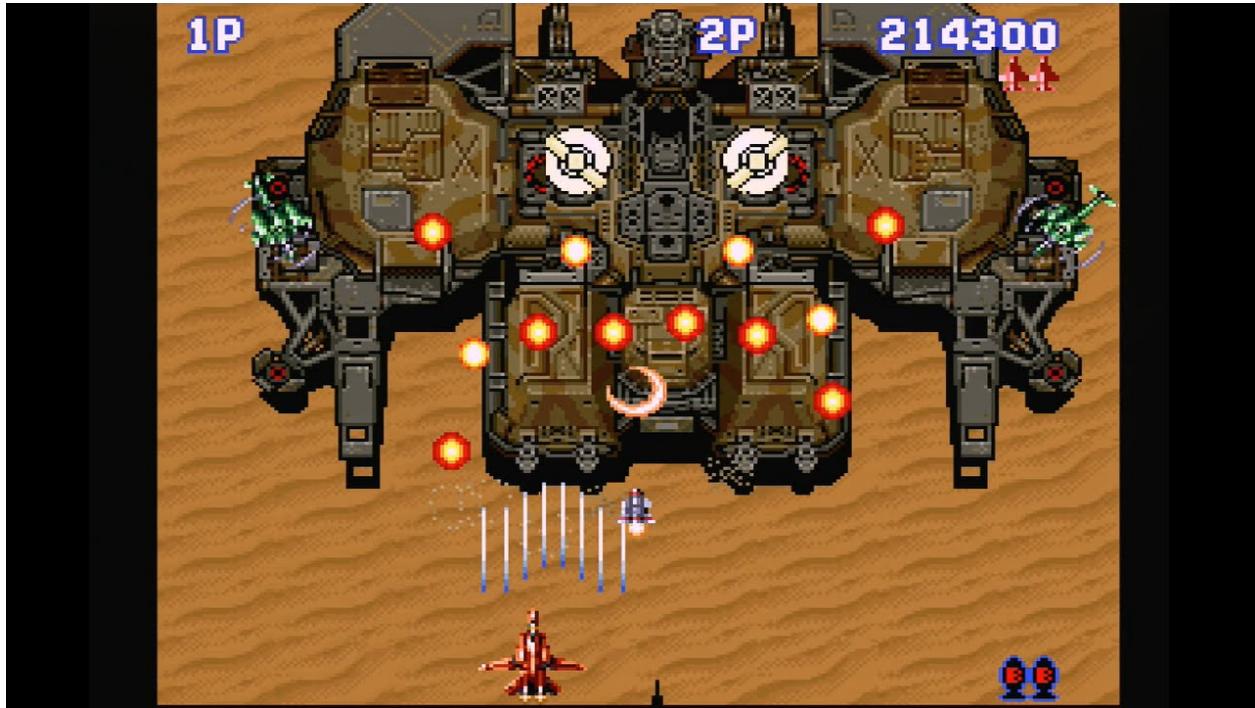
Ale-er-on

“Ace Combat meets Galaga”

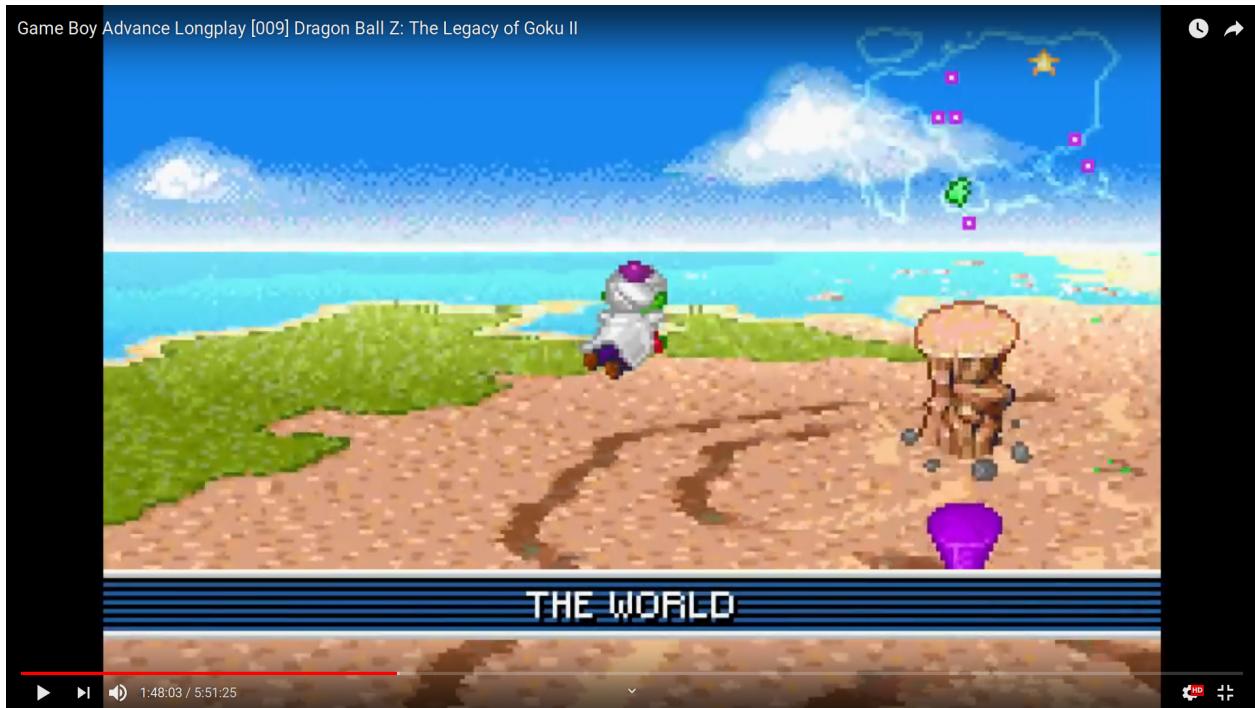
I like the mini map and weapons display in ace combat



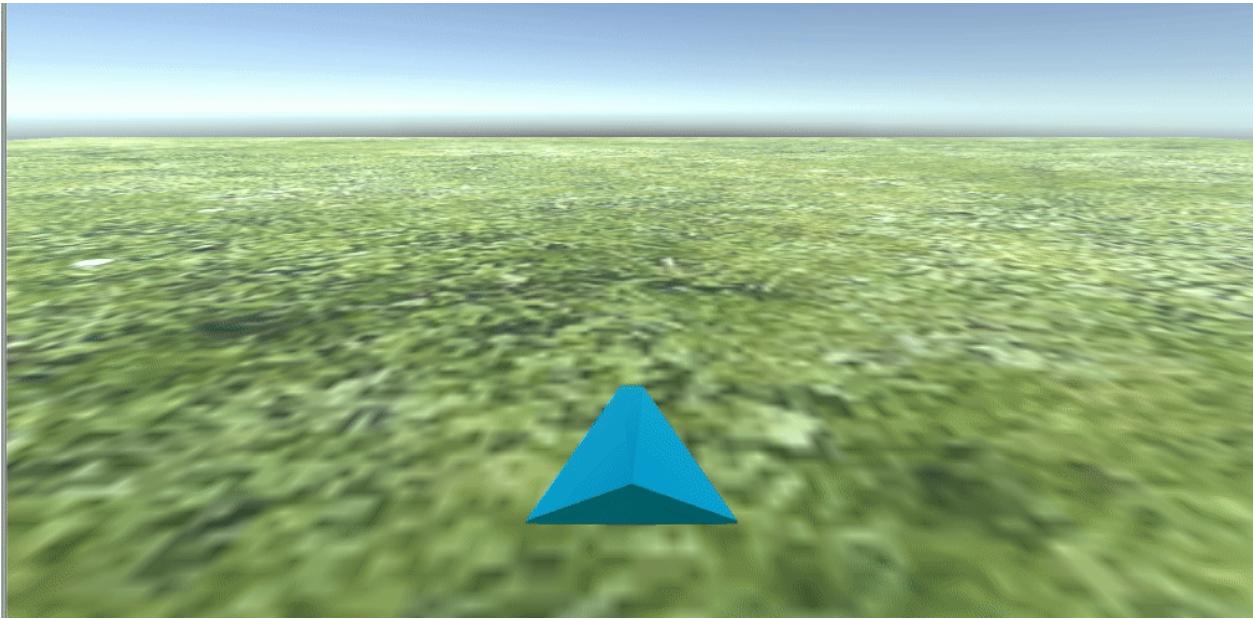
Like aerofighters in terms of graphical complexity but with the ability to turn and fly around a map instead of being locked into a single directional scroller



I like the pseudo 3d flight in Dragonball Z: Leagacy of Goku 2. Maybe with the camera angled down more so that the horizon isn't shown. Replace Piccolo with a fighter jet, throw in some things to shoot at, and add mountains/buildings/enemies to crash into then we'll have exactly what im looking for



Progress as of 9/16/2019



Narrative arc

4 levels

- 1: Defend allies from attacking aliens
- 2: Race to extract evacuating civilians
- 3: Defend the railgun on the Moon
- 4: Attack alien mothership

Style/theme

- sci-fi
- militaristic
- low poly no/minimal texture
- horrors from another dimension

Platforms

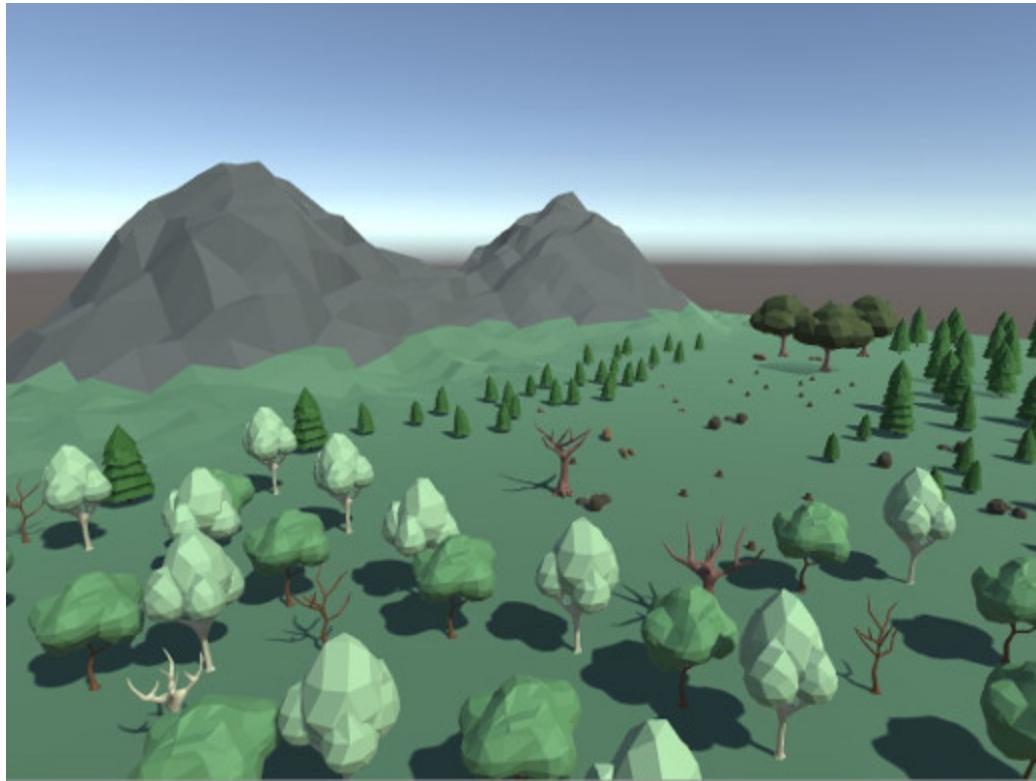
PC: Windows, Linux, Mac

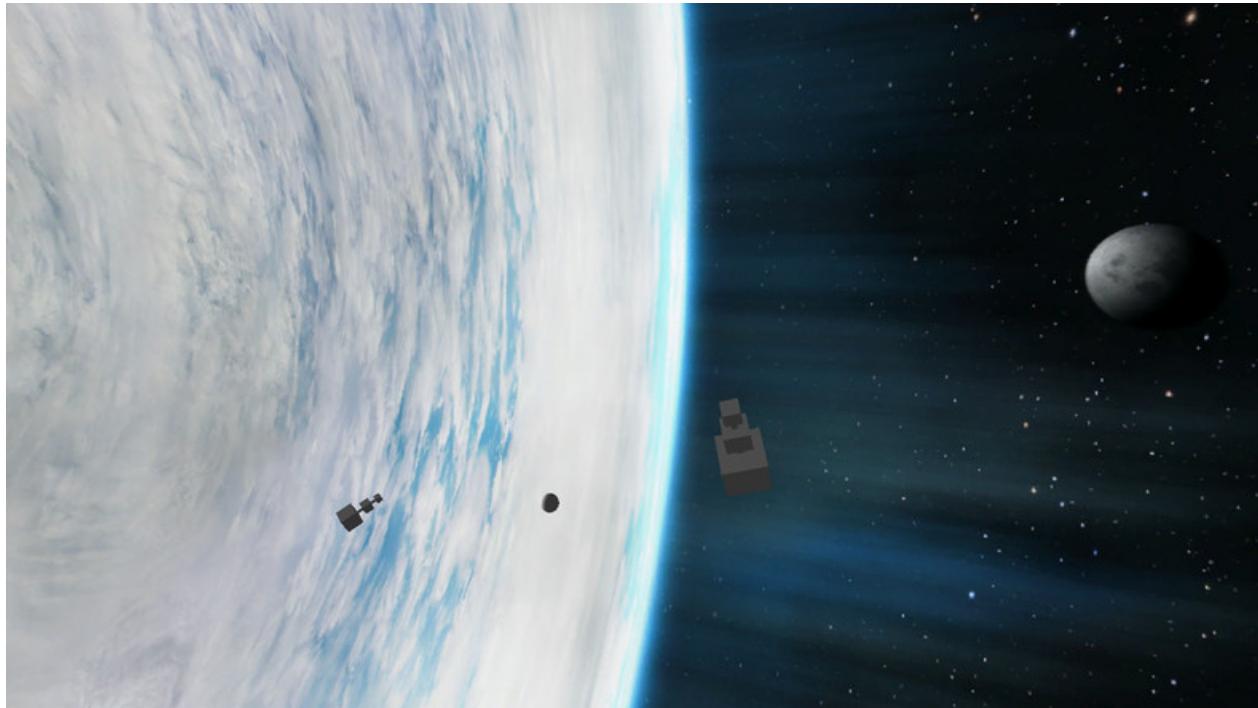
Game Controls: Regular arrow keys, WASD and game controller.

Plan for art and audio content for the game

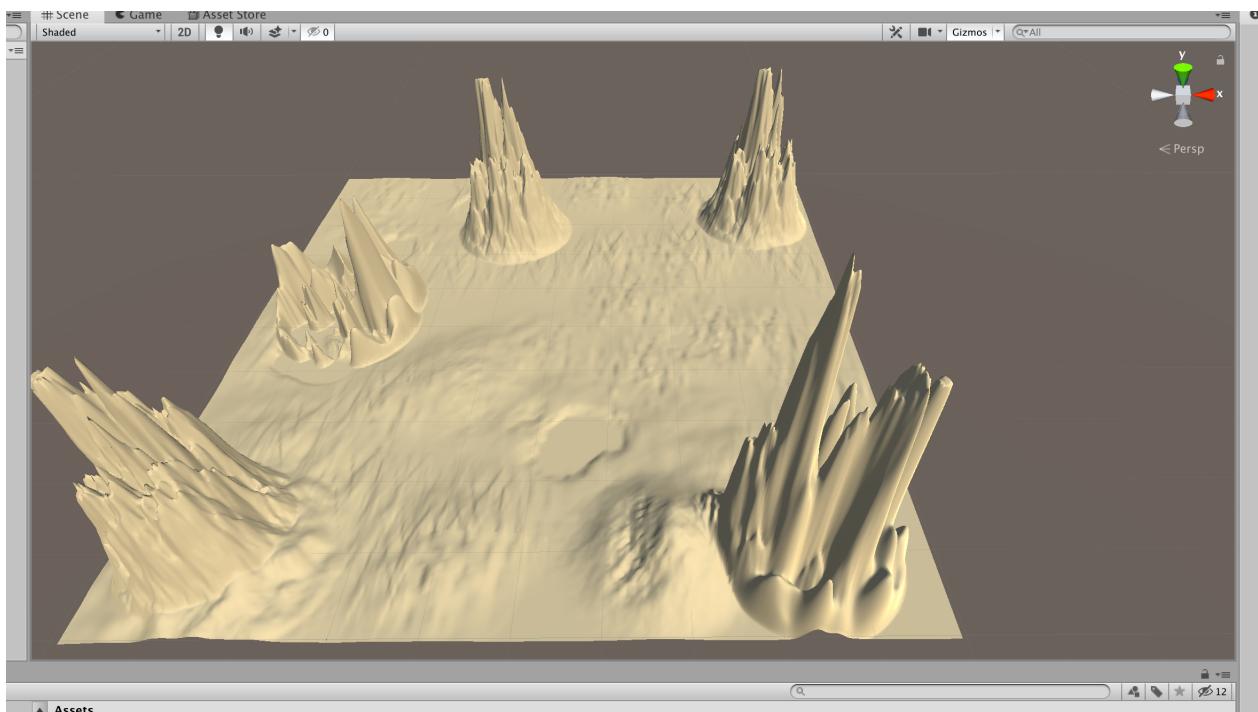
Unity store, YouTube, <https://opengameart.org/>

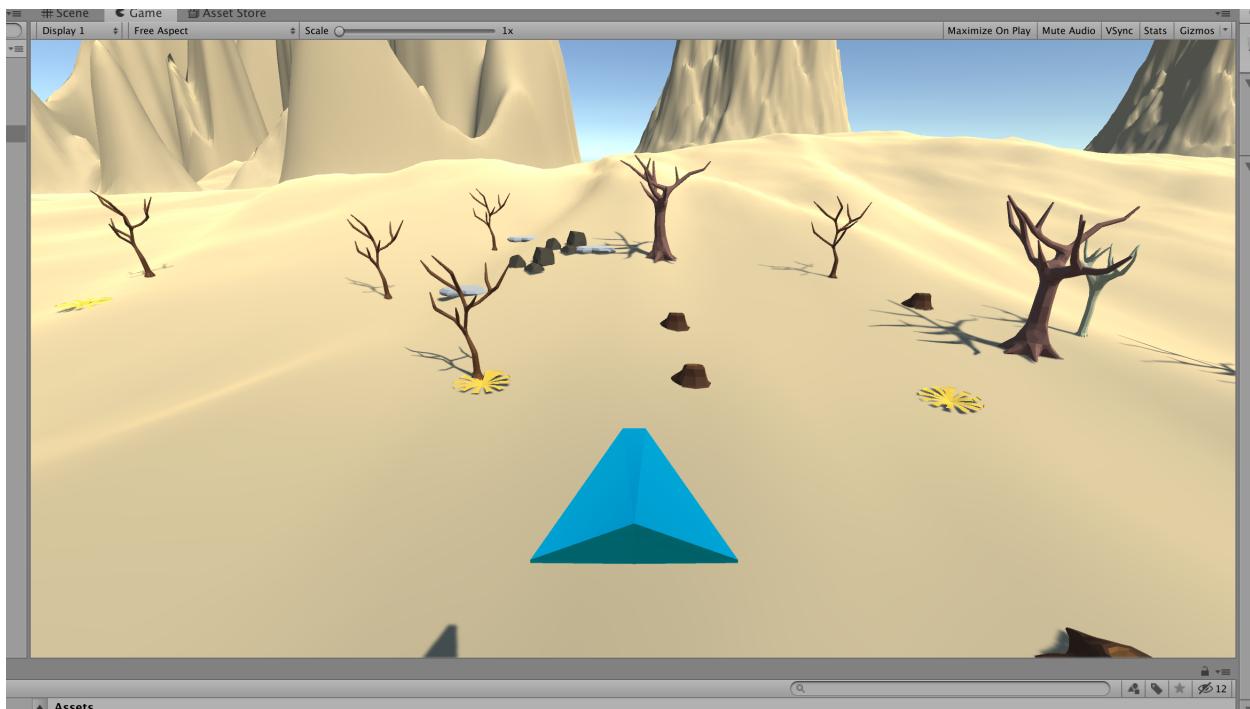






Here is what we currently have for our desert scene.





- Synthesizer heavy soundtracks.
- Repetitive synthesizers for battle music (du du du, wa wa wa).
- Dirty synths that slap hard for boss music.

Division of labor

Enemies

- giant ground insect? (jordan)

- behavior [AI]
- attack
- movement
- model
- animation

- flying (ross)

- behavior [AI]
- attack
- movement
- animation
- model

Friends

- moon railgun
 - behavior [AI]
 - attack
 - movement
 - animation
 - model
- tanks
 - behavior [AI]
 - attack
 - movement
 - animation
 - model

Player Ship

- 3d model (ross)
- movement (ross)
- Weapons
 - gun (jordan)
 - bomb
 - railgun
 - missile
- effects (jordan)
- collision (ross)
 - subtract hp on collision

Level design

- objectives (morgan)
 - level 1
 - level 2
 - level 3
 - level 4
- environment (morgan)
 - city
 - forest
 - moon
 - orbit

Story (zach)

- Characters
- narration
- plot

Progression

- weapon unlocks (Jordan)

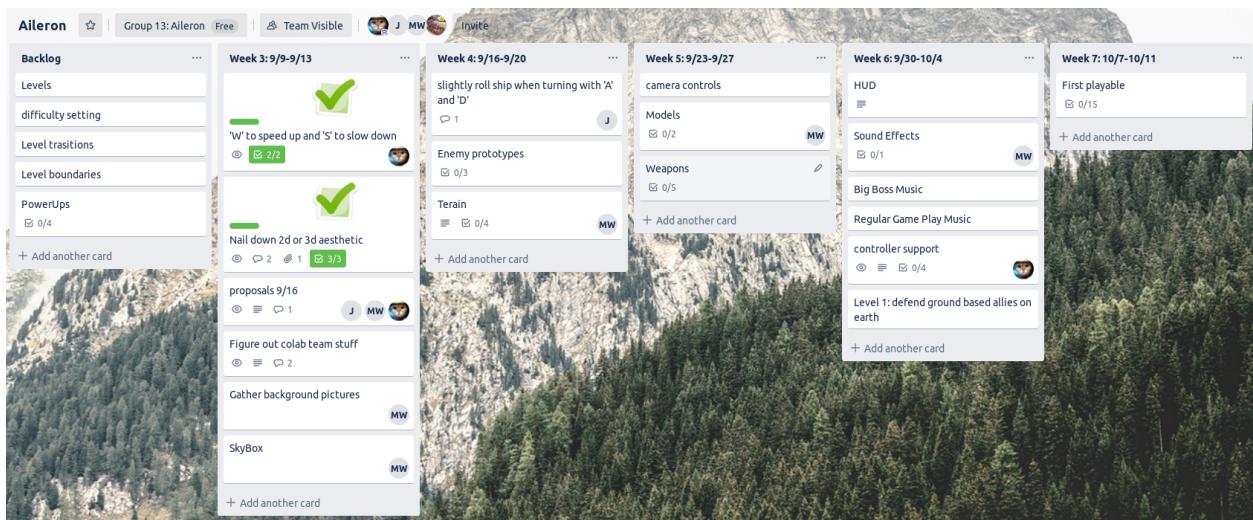
hud/ui

- weapon aim reticle
- objective markers
- Mini map (Zach)

Misc

- power ups
- menu
 - pause
 - save
 - quit
- lighting
- website (Zach)
- administration (Ross)

Schedule





First playable commitments

- 1 level
- 2 enemy types
- 1 weapon type
- 1 Boss
- 1 Ally type
- 1 building
- 1 Environmental hazard
- 1 song
- Player ship modeled
- 3 sound effects
- 1 Big Boss soundtrack
- Controller support
- Player movement
- Win/Loss state (1 Objective)