Engine Redot/Godot 4.3 version

2d top down View

Programed in GDScript (I don’t know C#)

Looking for functionality not prettiness

Simple Multi Player “game”

2 types player

One will be the player/server.

two will be players

(player 0) Server will show the battle space in a window/viewport

Will show when player 1 2 connected

Load the units

Controls damage.

Manages

Player 0 (server)

Server will spawn 10 aircraft and varying ranges and altitudes around own ship.

Server side will show all craft as an airplane. Server side will show label under track showing life.

Will show airplane, ship and a missiles graphics will be provided

Player 1 and 2 will control the same unit.

(ownship) the players tactical display will center on own ship (NTDS graphic provided)

Player 1 will be able to change identity and shoot targets.

Player 2 will only be able to identify targets and add if chooses Id tags (able to add names to tracks) this will be transfer to player 1 to see. Tag will show under the track

Targets will show simple label of health starting 10 decreasing when hit.

targets do not need to shoot back. They can fly straight

Score counter will increment as targets destroyed

Tracks(targets) will be identifiable with the following settings

Unknow air

Friend air

Hostile air

NTDS Graphics will be provided

Graphic will be provided

Player will screen will show what tracks are engaged. (ie missile moving to.)

Tracks identified as Friendly can not be engaged until identity is changed by player 1 or 2

If track engaged and id changed to friend missile engaging that track will self-destruct.

Tracks will change altitude

Player will have 2 types missiles one will be recommended for all aircraft above 10000 ft altitude other will recommend the other below.

Recommendation will be based on what track is selected (hooked).

Hook Tracks information will be displayed a small display area. showing the following.

targets life altitude

identification

life remaining

and tag if added.

Also while hooked the aircrafts track history will be show (Dots showing the path the plane has traveled.) Track history will disappear when track is unselected.

This is not an actual playable game. This showing ability to produce different function and skill.

IE paid Job interview project.

**MISSING:**

Also while hooked the aircrafts track history will be show (Dots showing the path the plane has traveled.) Track history will disappear when track is unselected.