

Napalm Strike – Game design document

Summary

Napalm strike is simple arcade like mobile game where player controls fighter plane and uses few available weapons to shoot enemies on the ground and in the skies.

There is no back story or some special scenario just 30 levels with few different enemies. Levels are made using pixel art stile.

Game should contain simple progression system where player collects stars from destroyed enemies and spends those points (stars) in game shop to buy other planes, power ups and so on. Player can “buy” more stars by watching ads.

In the end of the level player receives 3 stars if he was not touched by the enemy’s and les stars if he was hit.

Destructible environment is preferable if possible.

Characters

Main plane player starts with is SU22:



Basic stats:

100 health.

Color or material as given.

Starts with simple machinegun and bombs. Can pick up all available weapons in the game except A10 main gun. Can be found in folder: Models/FBX_fighter.

MQ9 Drone



Basic stats:

80 health.

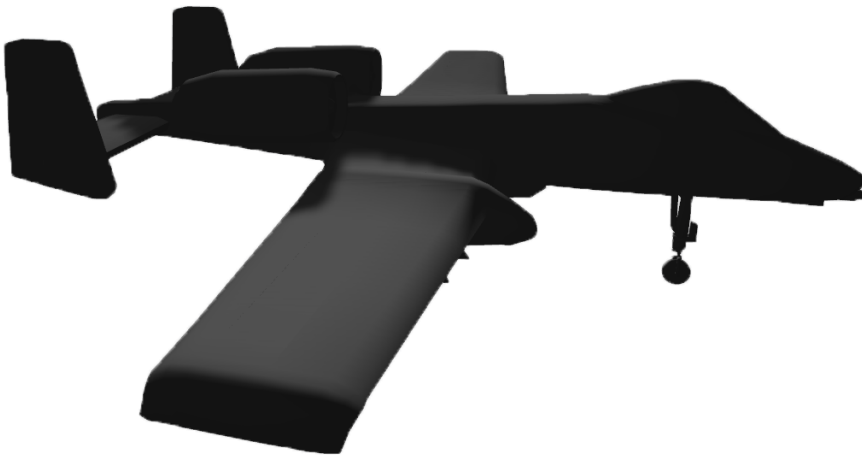
Color or material.

500 stars to unlock in the game store.

Starts with 12 homing missiles and endless bombs no machinegun. Can pick up same weapons in the game.

Can be found in folder: Military Aircraft Pack.

A10



Basic stats:

200 health.

Color and available materials should be found in same folder as plane.

1000 stars to unlock in the game store.

Starts with A10 main gun, machinegun and bombs. Can pick up all available weapons in the game.

Can be found in folder: Military Aircraft Pack.

B2 Bomber



Basic stats:

200 health.



Color and available materials should be found in same folder as plane.

900 stars to unlock in the game store.

Starts with homing missiles, napalm and simple bombs. Can pick up same weapons in the game. No machinegun.

Can be found in folder: Military Aircraft Pack.

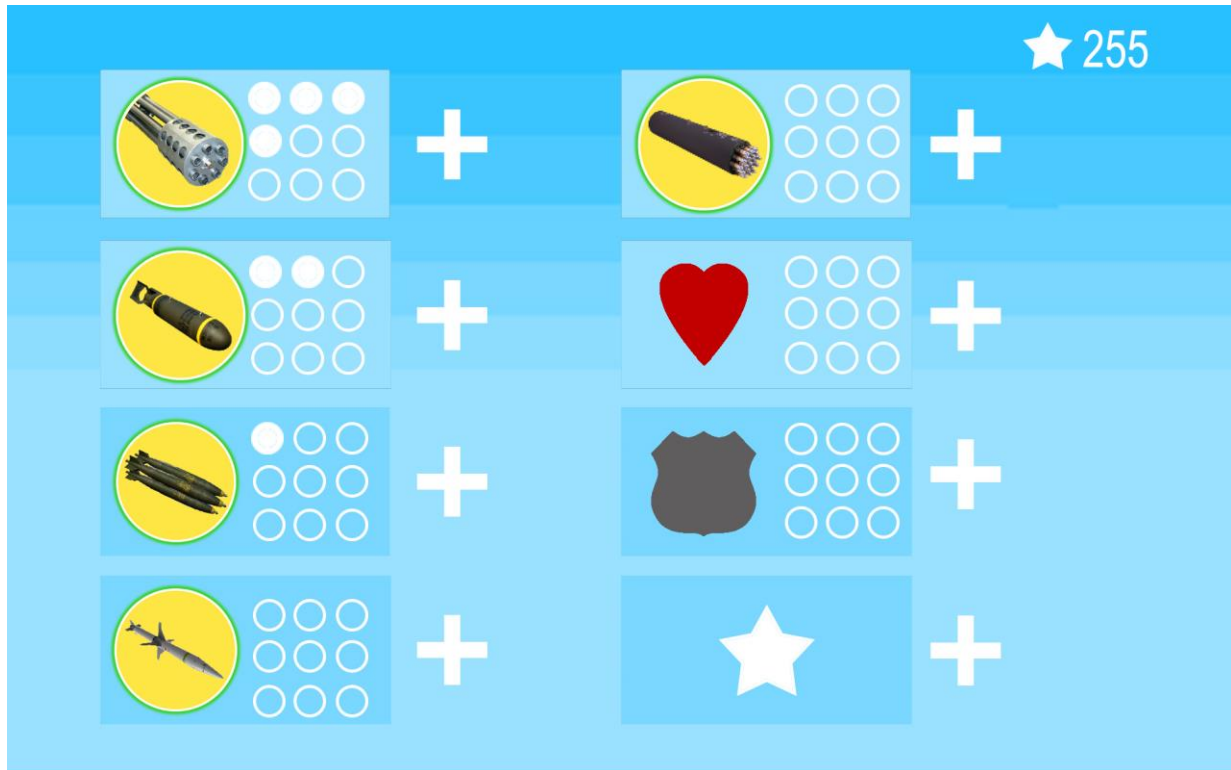
Plane selection page could look like this:

	<p>Fighter bomber Northrop Grumman B-2 Spirit or B-2 Spirit for short. B-2 - stealth technology, a hard-spotted strategic bomber for the U.S. Air Force. Capable of carrying both bombs and missiles of all types. No machine gun.</p>		<p>The Reaper is the Air Force's first "hunter-killer" unmanned aerial vehicle (UAV), designed to engage time-sensitive targets on the battlefield as well as provide intelligence and surveillance. Equipped with lots of rockets and bombs. No machine gun.</p>
	<p>The SU 22 is a fighter bomber. Equipped with machine gun and bombs. Can carry and fire missile pods or homing missiles. Perfect choice for every mission.</p>		<p>The Fairchild Republic A-10 Thunderbolt II is a single-seater, twin-turbofan, direct-wing subsonic attack aircraft developed by the Fairchild Republic for the U.S. Air Force. 30 mm autocannon, bombs rockets You name it this plane has it.</p>

All descriptions is in the folder with photos.

There should be a level up system to the planes where one could upgrade weapons with same stars earned in the game. But I am not sure how to do it or how to describe it. It could be identical to Carpet Bombing. And could look like

this:



Enemies

Simple soldier



Spawns in designated location. Moves to the side of a player after sees him or after player screen reaches him. After he sees player he stops movement, aims for a one second and shoots 10 shoots at once. Bullets can look like dots or short lines like in the picture below. One shoot does 5 damage if hits the plane.

After this he can change location by running to random side. Stops, reloads for 4 seconds and shoots again. Can be shot with single bullet of any type.



Bazooka man



Spawns in designated location, does not move. After he sees player aims for a one second and shoots one projectile which burs in 3 smithereens. I don't have projectile sprite but You can look in Military Aircraft Pack, there is a weapon folder maybe there will be something of a use. Ore please use simple shape like in the picture below. For projectile explosion You can use something simple like I did just by using Photoshop custom shapes.

Smithereens can be just simple black dots. One smithereens or dot does 10 damage if hits the plane. If He misses smithereens falls down obeying laws of physics. Smithereens are harmful until falls down. Can kill simple soldier.

Reloads for 7 seconds and shoots again. Can be shot with single bullet of any type. But this little dude should be more accurate he can lead the shoot he is bigger threat.



BTR



Spawns in designated location. Moves to the side of a player after sees him or after player screen reaches him. After he sees player aims for a 2,5 seconds and shoots one projectile. Reloads for 6 seconds. Can move while shooting. Can move turret up and down. Has 100 hp. One shoot does 40 damage. Should be pretty accurate.

Missile BTR



Spawns in designated location. Moves to the side of a player after sees him or after player screen reaches him. After he sees player aims for a 2,5 seconds and shoots one homing rocket. Reloads for 9 seconds. Can move while shooting. Before shooting moves turret up and down before reloading. Has 100 hp. One shoot does 70 damage.

Once again I do not have rocket sprite, but I hope Military Aircraft Pack will help.

Rocket should stay in the air for 8 seconds chasing the player then fall down and explode. If rocket touches other enemies' planes or soldiers it does the same amount of damage. Has 100 hp.

AH1 Helicopter



Spawns in designated location. Moves to the side of a player after sees him or after player screen reaches him. After he sees player aims for a 2,5 seconds and shoots rocket or machinegun randomly. Machinegun shoots 6 projectiles, 5 damage each. Rocket deals 30 damage and moves only strait. Reloads for 9 seconds. Can move randomly while shooting.

Once again I do not have rocket sprite, but I hope Military Aircraft Pack will help.

If rocket or machinegun touches other enemies' planes or soldiers it does the same amount of damage.

Has 100 hp.

Tipchak Drone



Spawns in designated location. Moves to the side of a player before player screen reaches him. After he sees player aims for a 0 seconds and shoots two homing rockets. Each rocket deals 50 damage. Reloads for 12 seconds. Can move randomly while shooting.

Rocket should stay in the air for 8 seconds chasing the player then fall down and explode. If rocket touches other enemies' planes or soldiers it does the same amount of damage.

Has 100 hp.

F111 Fighter

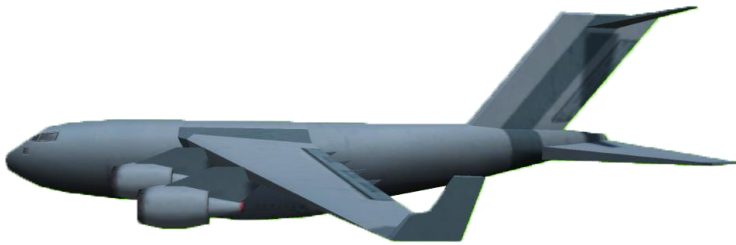


Spawns in designated location. Moves to the side of a player after sees him or after player screen reaches him. After he sees player aims for a 1,5 seconds and shoots machinegun. Machinegun shoots 9 projectiles, 5 damage each. Reloads for 4 seconds. Can move randomly while shooting.

If machinegun projectile touches other enemies' planes or soldiers it does the same amount of damage.

Has 100 hp.

Boing C17



Spawns in designated location. Used only in special missions as a bomber. Starts moving to the destination (special building) after player screen reaches him. Drops single bomb.

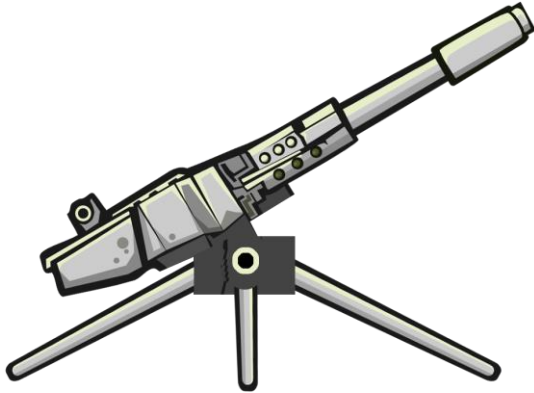
Has 100 hp.

Bunker



Has 500 hp. After player screen reaches him lets out solder units. Random number from 3 to 10.

Anti-air gun



After he sees player aims for a 2,5 seconds and shoots one projectile. Reloads for 6 seconds. Can't move. If possible should track player plane. Has 100 hp. One shoot does 40 damage. Should be pretty accurate.

If possible shots only with solder near it.

Special Operations and Unit

Special operations or to put it simple "Defend the base" is levels 10, 11, 12 and 13. Enemy's spawn with player and will move to the hospital and this white BTR to shoot it. If they succeed the game is not over but player will receive 0 stars in the end when all enemies are dead.



Player Weapons

Fighter machinegun



Basic machinegun. If plane has one, it has this one except **A10**. Shoots 16 projectiles at ones, one projectile deals 5 damage. 3 seconds for reloading.

Bomb



One bomb at a time. 50 damage. 4 seconds for reloading.

A10 Gun



This gun is only for **A10 plane**. Fires 25 projectiles at ones, one projectile deals 10 damage. 4 seconds for reloading.

Homing missile



Follows nearest enemy. Deals 60 damage. Reloads for 7 seconds.

Napalms bombs



Just like in Carpet Bombing this weapon drops 5 canisters with explosives. One canister deals 40 damage. Reloads for 6 seconds.

Rocket



Simple rocket, fires one rocket and flies only strait. Deals 80 damage. Reloads for 5 seconds.

Rocket pod



Fires 4 small rockets at ones. One rocket deals 30damage. Reloads for 4 seconds.

More info

Fighter machinegun and **Bomb** are basic weapons and comes with endless ammo. Player has to wait for reload and that is it.

A10 gun is just for A10 plane it has endless ammo.

Rockets, **Homing missiles** and **Rocket pods** should leave some smoke trail. Witch expires in 2 or 3 seconds.

Bonus pickups

Homing missiles, **Napalms bombs**, **Rockets** and **Rocket pods** should appear in game randomly after enemy kill as a bonus. Just like a stars. In one pick up there is one weapon (one ammo). Player can find and pick up multiple of those pickups in one level. Pickups do not transfer to another level.

These bonuses should float up if they reach top of the screen without player taking them they should be lost.

Sounds

You mentioned You can use open source assets from the web where needed. Well that would be lovely in this section. We don't need much sounds, just these:

Some faint sound for the plane.

Machinegun fire sound.

Rockets missiles and rocket pods could use same firing and explosion sounds.

Bombs and napalm bombs just explosion sounds.

Bonus pickups has their own sound.

Exploding enemy's another sound. If it was destroyed by rocket or bomb those two sounds should sound together.

A10 gun needs its distinct **BRRRRRRRR**

Explosions

I would ask to take care explosion animation. All enemy vehicles can use one explosion animation.