

# Helicopter Resurgence

A-Team  
#1

**Target Audience:** Action, Shooter, Fun, Adventure

**Gamer Type:** Shooter, Adventure

**Target Platforms:** WebGL

**Genre:** Shooter, Adventure

**Number of Players:** 1

**Projected Release Date:** Jan. 2019



## High Concept Statement

Rescue and destroy areas under attack! Relinquish and recover areas that are compromised! Your mission is to travel to areas that have been overtaken by zombies. Then, fight off the concentrated enemies in each area.

The Objective of the player is to travel to specific locations in a helicopter while avoiding obstacles and enemies (Expedition mode). Make it to the location and beat the level. Then, the player holds his location to fight off tanks, jets, and other enemies (Stand Off mode). Once the player beats the 'Stand Off,' the player continues to the next level. Next, the mechanics of the game are different in each of the two modes. In Expedition mode the main threat is to avoid obstacles, hit good power ups, and avoid the bad power ups. In Stand Off mode the main threat is to avoid enemy bullets and missiles, and the goal is to destroy all the enemies. Finally, 'Helicopter Resurgence' combines the fun of flying helicopters around obstacles with the excitement for destruction of killing enemies.

## Feature Set

- Expedition Mode: Move to the Location!
  - Fly Helicopter and avoid obstacles on your way to the location.
    - Plays like Flappy Birds.
  - Power Ups
    - Allow you to Float (No gravity, Good)
    - Anvil (Heavy Gravity, Bad)
    - Shrink
    - Big (Makes helicopter huge)
  - Obstacles
    - Buildings, floating buildings, Trees ...
- Stand Off Mode: Hold your position and destroy oncoming enemies.
  - Fight off oncoming enemies.
  - The longer you hold down the mouse the more power that is in your bullet.
  - Gets fulltime Float Power up: to dodge enemies easier, and to be able to shoot
  - If the player hits a robot in the head, they run back headless to the other enemies and blow up.
  - Enemies:
    - Tanks, Jets, Robots, Helicopters

## Team Roles

- Programmer
  - Helicopter gravity force, and helicopter health.
  - Collisions with obstacles or bullets.
  - Power ups: change character & Timeout.
  - Enemies: tanks, jets, robots, helicopter. Along with the special destruction when the player hits the robot in the head.
  - Collisions with bullets and health.
  - The gun that shoots the enemies, and gets more powerful the longer you hold the mouse.
- Graphic Artist
  - Helicopter character & animation, Landing Pad.
  - Background or Backdrop (Different ones from different levels).
  - Create obstacles: buildings, floating buildings, Trees.
  - Power Ups, and what happens when you hit a power up.
  - Enemies: tanks, jets, robots, helicopters.
  - Helicopter gun to destroy enemies.

## Design Influences

The Design influence is based on Flappy Birds, a game where you constantly have to dodge obstacles while flapping your wings to fight against gravity. Helicopter Resurgence is similar in the way that the player has to fight against gravity and avoid obstacles in Expedition Mode with the helicopter. However, it differs in that it is a helicopter rather than a bird, and there is multiple power ups. Also, there is a whole other 'Stand Off' mode, besides the 'Expedition Mode' that mimics Flappy Birds, where one destroys all enemies that come against the player.

## Scope Management

- **Green Light Features (High Priority)**
  - Expedition Mode: Move to the Location!
  - Stand Off Mode: Hold your position and destroy oncoming enemies.
  - Fly Helicopter and avoid obstacles on your way to the location.
  - Obstacles
    - Buildings
  - Fight off oncoming enemies.
  - Gets fulltime Float Power up: to dodge enemies easier, and to be able to shoot.
  - Enemies:
    - Tanks
  - Helicopter gravity force, helicopter health.
  - Collisions with obstacles or bullets.
  - Helicopter character & animation.
  - Background or Backdrop (Different ones from different levels).
  - Helicopter gun to destroy enemies.
- **Yellow Light Features (Medium Priority)**
  - Obstacles
    - Buildings, floating buildings, Trees ...
  - The longer you hold down the mouse the more power that is in your bullet.
  - Power Ups (Basic)
    - Allow you to Float (No gravity, Good)
    - Anvil (Heavy Gravity, Bad)
    - Shrink
    - Big (Makes helicopter huge)
  - Enemies:
    - Tanks, Jets, Robots, Helicopters
  - Landing Pad
- **Red Light Features (Low Priority)**
  - Hit robots in head, they run back headless to the other enemies and blow up.
  - Popping things that happened when a player does something unique.
  - Great popping graphics.
  - Power Ups (Detailed).