



Game Design Document

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Concept

Title

“Dogfights”

The name comes from the term used in military aviation to define the close aerial combat of two or more aircraft. It also alludes to the classic internet arcade mini-game.

Developer

Tomeu de la Parte Mulet

Genre

Third-person single-player shooter.

Platform

PC

Unity

Version: Unity 2021.3.4f1

Summary

The player controls a warplane in the last stage of the First World War in a fictitious battle where the end of the war is possibly decided. He will perform one last mission with the aim of accomplishing the objectives and destroying any enemy aircraft that prevents him from doing so.

In this mission, you will have to destroy **Bloody Baron's Zeppelin** which will be escorted by an elite aviation squadron called "**Storm Crows**". The Baron is fleeing from a recently liberated territory and it can be a great opportunity to put an end to this.

It features a simple interface and low-poly style modeling, visually appealing and immersive by making use of particles and post-processing effects.

Focused on a more casual teen-adult audience, lovers of action video games and airplanes.

Gameplay

Semi-realistic gameplay mixing fully arcade elements.

The player pilots a plane with which he can shoot, accelerate, repair damage in flight, destroy targets and escape from enemy planes that are chasing him.

He will have infinite ammunition but will have to reload in order to continue shooting.

And at all times, the player will receive feedback of what is happening on screen.

If player exits from the zone game, will respawn on the battle.

Mechanics

Camera

Third Person 3D View. Using cinemachine package.

Peripherals

Only keyboard and Xbox controller.

Controls

Using Unity's new input system package.

Actions	Keyboard	Xbox Controller
Movement	Arrows	Joystick Left
Yaw	A, D	Joystick Right
Shoot	Space (Hold)	RT (Hold)
Thrust	W (Hold)	LT (Hold)
Repair	X (Hold)	Y (Hold)
Reload	R	X
Pause	Esc	Start
Accept	Enter	A

Score

Only complete objectives to finish the mission.

Levels

A single mission (Epilogue)

Objectives

- Destroy 4 enemy planes.
- Destroy 4 parts of the Zeppelin.

Enemies

- Zeppelin x1
- Storm Crow x4

Weapons

- The player and the enemy planes have machine guns.
- The zeppelin has cannons.

HUD

- Health bar
- Acceleration bar
- Ammunition bar
- Enemy health bar
- Aim sight image
- Hitmarker image
- Enemies indicators
- Objectives text

Feedback

Visual

- Slow motion (Destroying objective)
- Hitmarker (Crosshair)
- Blackout Vignette (Blast impact)
- Saturation change (Player's health)
- Smoke trail color (Enemy health)
- Explosion and smoke
- Field of View (Acceleration)

Audio

- Hitmarker
- Blast impact
- Explosion
- Reloading
- Repairing

Video & Sound Options

- Screen Mode
- Resolution
- VSync Mode
- Limit Frames
- Master Volume
- Music Volume
- Effects Volume
- Audio Mixer
- PlayerPrefs

Animations

- Text animations
- Button animations
- Image animations
- Transitions
- Canon shooting
- Zeppelin's engines
- Planes propellers
- Post-processing
- Field of View
- Slow motion

2D & 3D Art

All assets made by me. Includes map terrain, planes and zeppelin.

Except the controller and the keyboard images, were only modified.

Music

- Main Menu (*Valiant Hearts - War*)
- Mission Game (*Peter Crowley - Time Will Catch Me First*)
- Mission Complete (*Beyond Gaia's Horizon - Moldau*)
- Mission Failed (*Valiant Hearts - No Hope*)

Sounds

All sounds downloaded from freesound.org

- Plane motor
- Shot
- Explosion (Plane)
- Explosion (Cannonball)
- Siren
- Impact
- Hitmarker

Others

Skybox (Skybox Series Free - Avionx)

Font (Steelfish - Typodermic Fonts)