

Plane The Game

Lee Xie Loong

High Concept

Classic arcade 2D style of two planes, fighting side by side to defend their country. With countless enemies, the players will have to find their way through to defeat the final boss.

Features

- Top down 2D vertical shooter, together with classic, simple arcade style art and animations.
- Team up with another player to work together.
- Multiple levels/stages that gets progressively harder.
- Unique skills for the player to choose from as their main ability.
- Unique skills for the player to choose from as their main ability.

Player Motivation

Players will want to work together as a team to defeat every level and the boss itself.

Genre

2D arcade vertically scrolling shooter game.

Target Audience

Any gamer that likes to have a casual time playing and having fun with their friends.

Competition

1942 by CAPCOM

Unique Selling Points

- Two player teamup
- Classic arcade style
- Easy to learn, for everyone to play

Target Platform

PC

Design Goals

Simple: Easy game controls makes this an easy game to learn and play.

Hot: Fast, arcade-style action. Enemy gets harder every level, players will need to keep up and not die.

Deep: Because of two players, players will need to strategise on who collects the power-ups, health buff etc. If a player dies, they will not respawn. Thus, this promotes teamwork and strategising between each other.