

GAME DEVELOPMENT PLAN

1. WHAT IS THE GAME ABOUT (BACKGROUND & MOTIVATION)? WHY DID YOU CHOOSE THIS IDEA

The game is about controlling a helicopter to safely land on a helipad while avoiding bullets and missiles.

2. WHO ARE THE TARGET USERS?

Fans of retro-style arcade games.

3. WHAT IS THE CONTEXT/GAME NORLDD?

The game is set in a pixelated military-themed environment with rugged terrain, watchtowers, and hangars.

4. WHAT ARE THE RULES OF THE GAME?

Avoid shots and reach the helipad without running out of fuel. A perfect landing earns more points.

5. WHAT ARE THE CONTROLS (KEYBOARD, MOUSE, JOYSTICK, ETC.)

Arrow keys or WASD keys for movement
Space bar for thrust



7. HOW WILL THE TASKS BE DISTRIBUTED AMONG TEAMMATES?