Heli Hero: Military Lander

Game Development Plan

Course: CMS 320 – Fall 2025

Team: WZW

Members: Zach McCown – Team Lead & Programmer; Will Bruzzese – Artist & Programmer; Weston Hollmann – Story Writer & Programmer

1. Game Overview

Heli Hero is a retro-style side-scrolling precision lander game where players pilot a military helicopter through dangerous environments. The objective is to navigate, pick up points along the way, and land smoothly on the helicopter pad to earn a high score. Each mission tests the player's control, timing, and accuracy while adapting to increasingly challenging terrain and obstacles.

2. Core Gameplay

Players control a helicopter's thrust and tilt from a 2D side-view perspective, similar to Jetpack Joyride but with a stronger focus on landing precision. Points are earned by collecting power-ups and completing maneuvers along the flight path, while final scoring depends on how smoothly and accurately the helicopter lands on the pad. Levels introduce hazards like wind, enemy fire, and fuel management. Players can replay levels to improve their landing scores and completion times.

3. Storyline & Setting

Heli Hero follows a rescue pilot completing missions across various hostile environments, each offering unique challenges and aesthetics: - Military Base (Daytime Landing): The introductory level where players practice precision landings under structured military conditions. - Jungle (Nighttime Evasion): A dark, dense forest filled with enemy projectiles and limited visibility, requiring careful evasion and fuel management. - Desert (Landing Zone Under Fire): A scorching desert mission with enemy fire and sandstorms that test quick reactions and timing. - Snow (Arctic Rescue): A slippery, frozen landscape with wind physics and reduced traction, demanding perfect control during landing. Each level

contributes to the pilot's ongoing mission to rescue soldiers and deliver supplies behind enemy lines, culminating in a final operation that unites all environments into a high-stakes rescue challenge.

4. Visual & Audio Design

The game is viewed from a side-scrolling, 2D perspective. Players see both the helicopter and environment in full view as they navigate through dynamic backgrounds. The art style emphasizes pixel-art detail, with layered parallax movement for depth. UI elements like health, fuel, and score are overlaid at the screen edges rather than enclosed in a cockpit. Audio features include an 8-bit soundtrack, engine hum, explosion effects, and environmental ambience tailored to each level.

5. Technical Plan

Engine: Unity 2022 | Language: C# | Build Target: WebGL | Tools: Photoshop/Aseprite for art, Audacity for sound, Visual Studio Code/Unity IDE for development | Repository: CMS320-Fall2025

6. Team Roles & Responsibilities

Zach McCown – Oversees timeline, manages GitHub repo, implements helicopter physics and controls.
Will Bruzzese – Creates art assets, level visuals, UI layout, and assists with gameplay programming.
Weston Hollmann – Writes mission dialogue, develops story progression, and contributes to level scripting.

7. Development Timeline

Week 1: Concept & Logo | Week 2: Core Mechanics | Week 3: Level Design | Week 4: Art Integration | Week 5: Testing & Scoring System | Week 6: Final Presentation & WebGL Build

8. Future Additions

Possible expansions include a leaderboard for global high scores, additional biomes like city or ocean missions, unlockable helicopters, and dynamic weather effects such as lightning storms and blizzards.