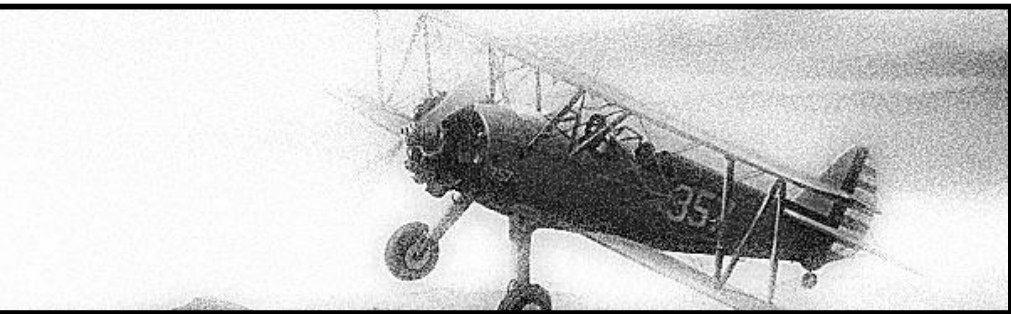


Funny Plane Game

The Super-Quick One Page Design Document

Game description

Funny Plane Game (working title) is a 3rd person open world action-adventure dogfighting game. The player plays as a bounty hunter piloting their own personalized aircraft through a wide open world, collecting quests and favours as well as meeting different colourful characters along the way.



Piloting the Aircraft

Flying

Steering the aircraft is easy and satisfying. Pulling off aerial stunts and loops is also easy but required in order to dodge enemy fire. The aircraft has 3 different speeds that the player can toggle through freely, as well as an afterburner that can be equipped and upgraded. The player can also perform *power-slides* while holding down a specified button.

- Camera horizon is maintained during flight, except for when the aircraft is struck or rocked to the side.
- Aiming reticule is not fixed and moves with the front of the aircraft.

Inspiration: <https://youtu.be/iW8MWA8qUyE>

Combat

The player can choose what fitting they want before take-off. Two types of guns can be equipped at once (e.g. machineguns and flamethrowers) as well as one or two special sets of weaponry (e.g. bombs and mines). The player can also equip themselves with a hand gun/rifle to keep with them in the cockpit which can be used to e.g. shoot pilots out of their planes for instant kills or to shoot targets passing by the side of the aircraft. Health is determined by which part of the aircraft have been hit (e.g. the engine or the wings) which also determines how the plane will handle. The player can choose to equip repair tools instead of weaponry in case of such damage. If the player manages to destroy an enemy target, the enemy might drop loot in form of more ammunition, supplies or money which then has to be collected before it slowly drops to the ground.

Moment-To-Moment

This is the gameplay loop on a second-to-second basis during the main game mode.

1. Spot moving target.
2. Aim at/chase target.
3. Shoot/collect target.
4. Collect potentially dropped loot.
5. (optional) Repair aircraft.
6. Return to step 1.

The game follows this formula for the entirety of the game.

Over-Arching Gameplay Loop

This is the gameplay loop on a grander scheme and not moment-to-moment. This formula will be followed for the entire game.

Objectives

Some missions exist in the open world by default, others must be collected from a given quest-giver in the hangar. Missions start seamlessly as soon as the player enters its airspace. Most often, objectives will leave the player with a need to refuel their craft and return to any nearby hangar.

Hangar

This is the starting game mode and acts as a hub for the player. The player can perform different tasks here before taking off, such as repair their aircraft, purchase and install new parts or supplies, trade and interact with various colourful NPCs or take different major or minor quests.

Exploring

This is the main game mode. The player pilots their aircraft in a 3rd person view, free to explore the world. This section works as either the medium between take-off and missions or just as regular free roaming. During this section the player can find collectibles, loot, random dogfights and bounties or other smaller side-activities and challenges.

