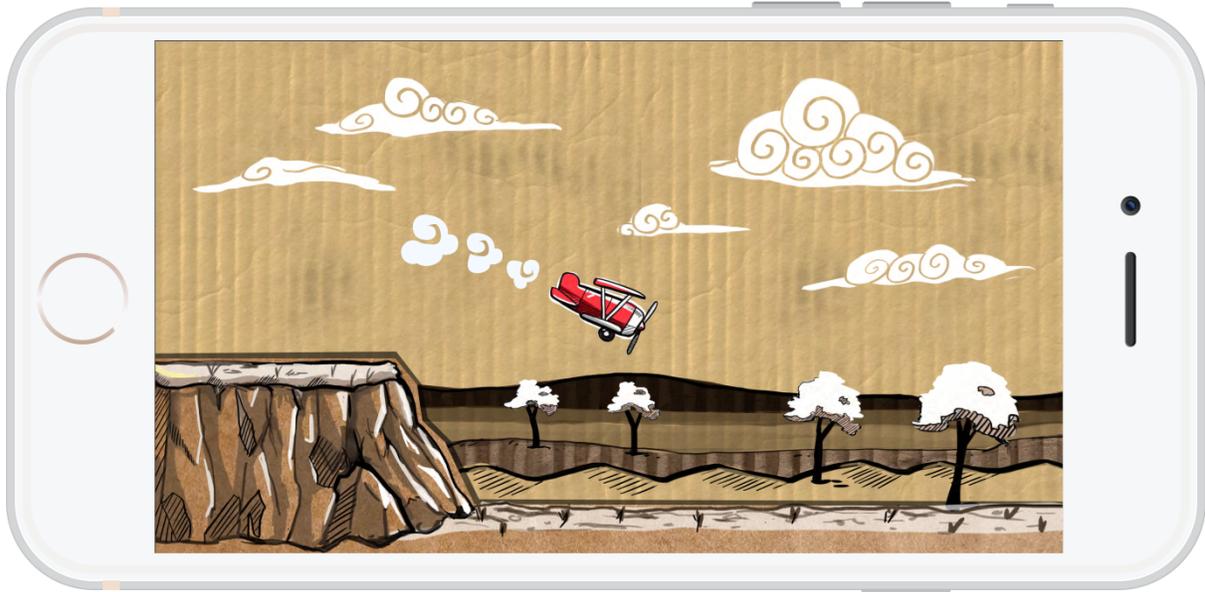


Aerospace Game - Flyby

Game Document

CARDBOARD



+Description

Flappy Bird meets Sonic the Hedge Hog

Settings

Manufacturing Facility/Aircraft Hanger - Aircraft selection will take place in an aircraft hangar, a spacious structure with metal siding, I-beams, and windows that give a glimpse of the outside. Locked planes will be dark silhouettes, giving the player a hint of what each aircraft will be.

Alliance Airport/Airfield – This setting will include a clear blue sky with the airport in the backdrop and a spectacular airshow being performed overhead. It can include the airport, airfield, and any other facilities.

Dallas Fort Worth Area - This setting will include the twin cities during sunset, giving a wide array of colors stretching across the sky. Off in the distance will be jet streams from national and international flights. Iconic structures help identify each city, and landmarks can be placed between (Six Flags).

Corpus Christi— This setting will include a cloudy day, maybe with a few tropical storms on the horizon. Scattered islands help break apart the ocean view before Corpus Christi. The player will finish the stage by landing on an aircraft carrier.

Aircraft

Lockheed – F-35, C130J

Airbus – H155, EC225

SEED – Single propeller plane

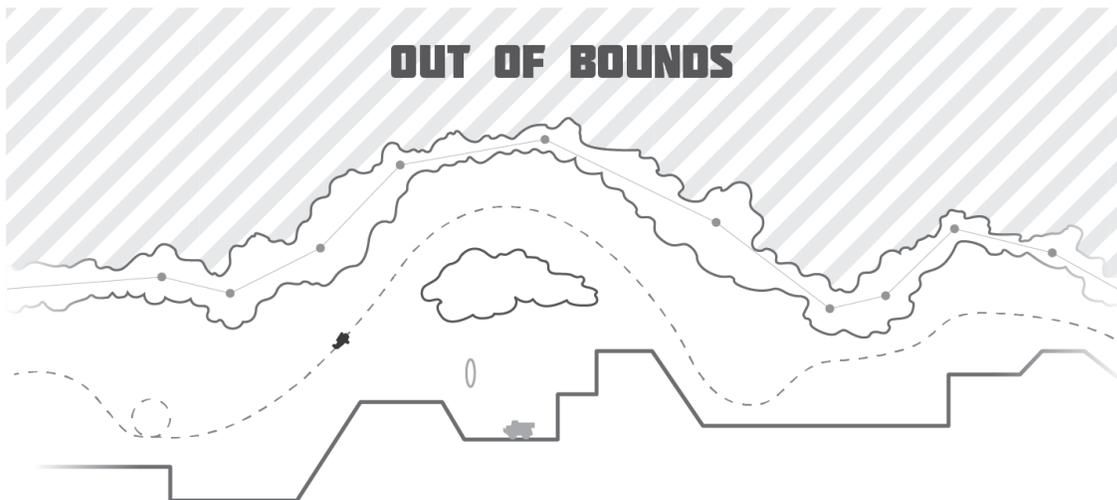
Bell - V-280

+Mechanics

Win/Lose Scenario

The player loses if their aircraft collides with terrain, obstacles, or soars above the top of the cloud line. To win, the player must navigate the level and land successfully at the end.

Cloud Line



The cloud line is a soft boundary for the player's aircraft. The player can fly above the cloud line for a limited time, but if they stay too long the plane freezes and comes crashing back to earth.

Movement

The aircraft accelerates and ascends at the same time the player is touching the screen. If the player touches and holds the screen long enough, the aircraft will perform a loop. The longer the aircraft performs concentric loops, the faster the aircraft will travel. If the player isn't touching the screen, the aircraft will decelerate and descend.

Camera Movement

The camera will move up and down to follow the aircraft's altitude, from the ground all the way to the stratosphere.

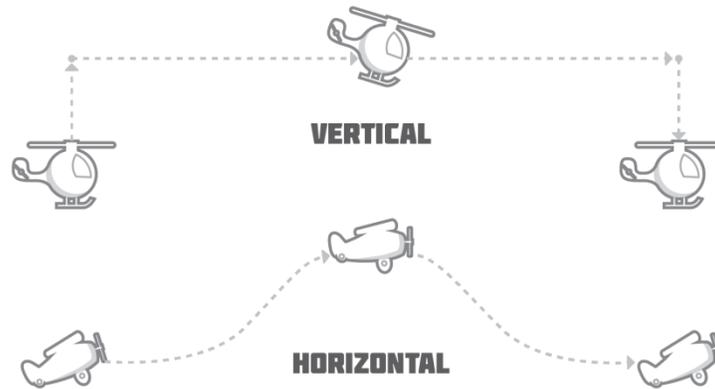
Check Points

Radar dishes act as check points. Once the player has passed the radar dish a check point will be created. Whenever the player crashes, the aircraft will respawn at the check point location instead of the beginning of the stage.



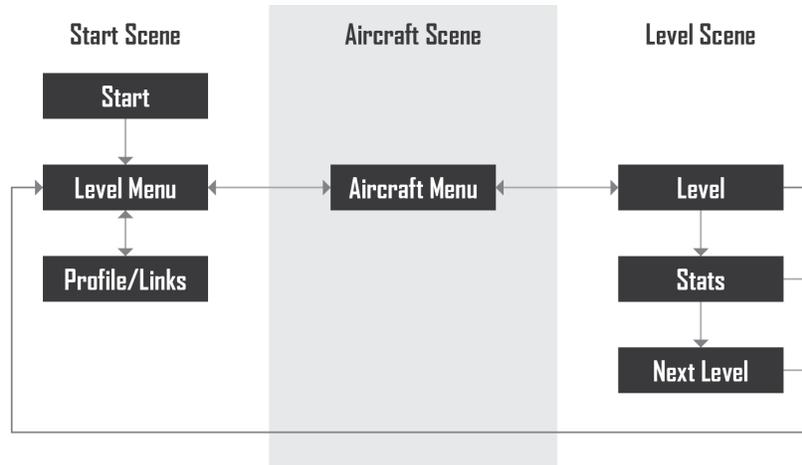
Takeoff and Landing

Aircraft can take off and land vertically or horizontally depending on the situation. Helicopters will take off vertically while airplanes will take off horizontally, unless it's a vertical takeoff airplane on a carrier. Takeoffs and landings will be performed automatically. At the beginning of the level the player must touch the screen in order to start takeoff. Once the aircraft is in the air the controller will be given back to the player. When approaching the end of the level, the player simply has to fly in the landing zone. Once in the landing zone, the controls will be taken away from the player and the aircraft will land on a predefined path.



Progression

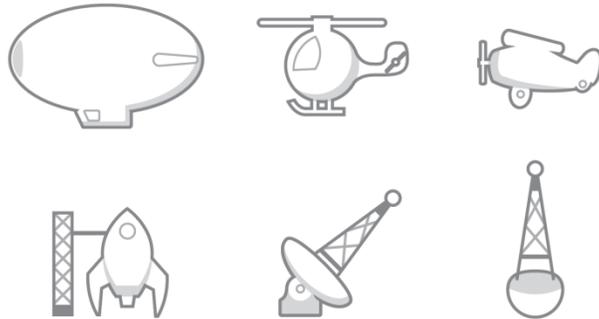
When the game starts, the player will be presented with the splash title in the start scene. After pressing the start button, the screen will slide over to the level menu. The player can either choose a level to play, view their player profile or view the career links to the company websites. Once a level is selected, the player is shown the aircraft menu in the aircraft scene. From there, the player can choose an aircraft which will automatically start the level scene. After the player completes the level, they will be shown the online stat boards and be taken to the next unlocked level. Anytime while playing the level scene, the player can go back to the aircraft scene or the start scene.



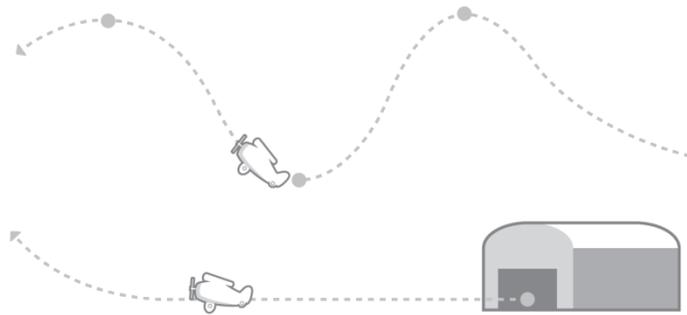
Tokens

Tokens will be placed throughout each stage. If the player manages to collect a token they will be rewarded with points. If the player manages to collect all the tokens in the game, they will be rewarded with the Ace medal.

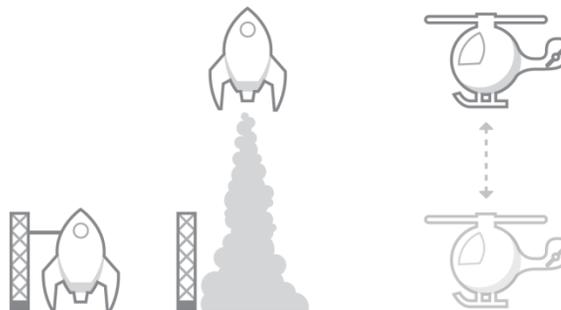
+Obstacles



Obstacles can come in a variety of shapes, sizes, and characteristics. Their main purpose is to make life a bit harder for the player. Some obstacles may be used in numerous settings, while others will be setting specific.

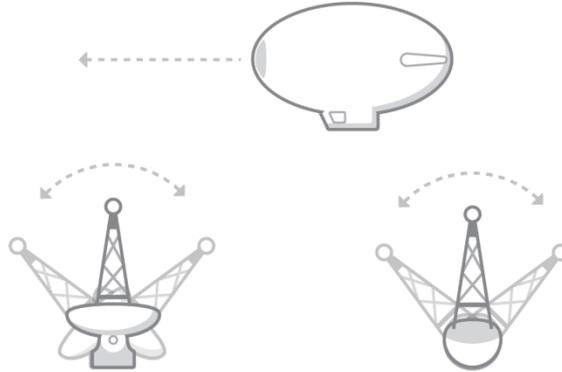


Airplanes – Airplanes fly along a wave path in the opposite direction of the players. Airplanes spawn at an enemy airstrip in each level and have to take off.



Rocket Ships – Starting on the ground, the rocket ship launches into the atmosphere whenever the player draws near.

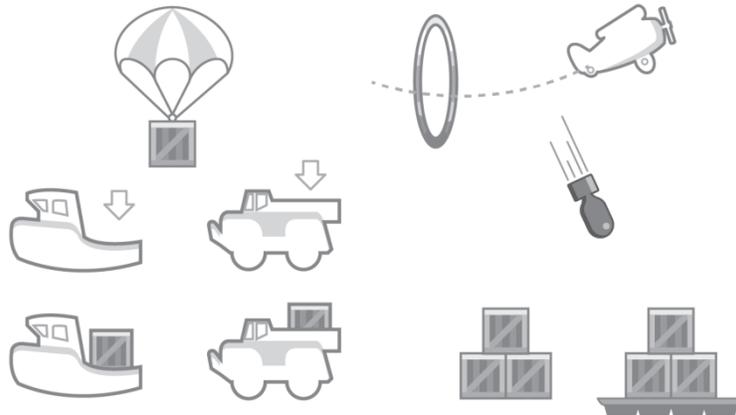
Helicopters – Helicopters constantly fly in a vertical loop.



Blimps – Blimps are slow, but big. They fly in a straight path and are used to block paths. If a player is too slow, an optional path will be permanently blocked.

Radio Towers/Buoys – Essentially the same obstacle, radio towers and buoys are stationary obstacles that rotate back and forth.

+Drop Targets



Drop targets are rings that the aircraft must pass through to activate airdrops or airstrikes. Depending on what type of aircraft is being flown, they will either drop bombs on enemy supplies or drop supplies on friendly cargo vehicles. Both types of drop targets will add points to the player's score.

+Features

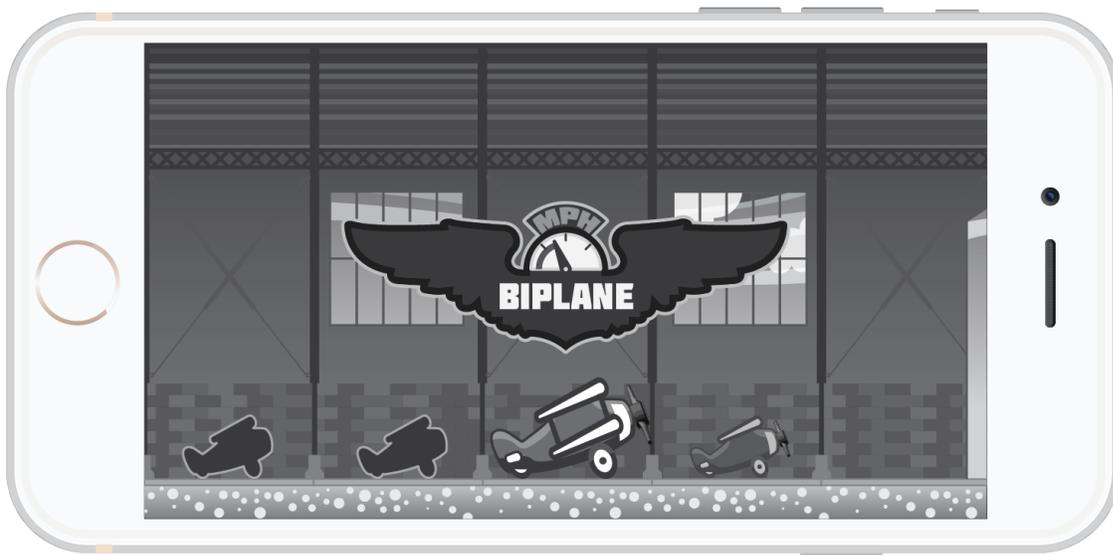
Trivia Bonus

Fields of aerospace and aviation will be used as the base material for the trivia portion of the game. Random pieces of trivia will be presented at the beginning of every level. Once the player has completed a level, they will be asked a random trivia question. The player will be rewarded with extra points to their scores if they answer the question correctly.

Unlockable Levels

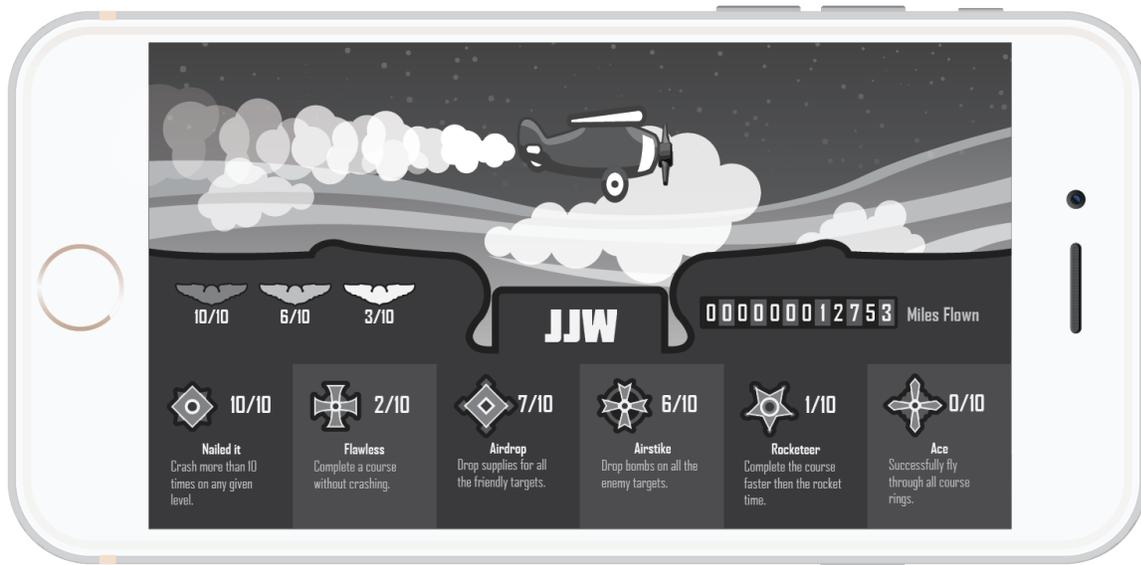
The first time the game is played, every level will be locked except for level one. After successfully completing a level, the next level will be unlocked. Settings can be intermixed or ordered by level progression/difficulty. (1st three levels = Alliance, 2nd four levels = DFW, 3rd four levels = Pearl Harbor)

Unlockable Aircraft



Players will be able to unlock different aircraft by collecting aircraft parts. These parts can be specific to the aircraft being unlocked and can be acquired in a number of ways. For example, by achieving bronze/silver/gold medals for scores, by collecting a certain number of challenge medals, or by total distance flown.

Profile



Each player will have a profile that summarizes their piloting career and informs them about how to obtain medals. The first time the game is played, the player must input a name for the player profile. This profile name will automatically be used for any high scores achieved.

Bronze/Silver/Gold Wings Medal – Obtaining a high enough score on any given level.

Nail It Medal – Crash more than 3 times on any given level.

Flawless Medal – Complete a course without crashing.

Airdrop Medal – Drop supplies for all the friendly targets.

Airstrike Medal – Drop bombs on all the enemy targets.

Rocketeer Medal – Complete the course faster than the rocket time. (Visible Rocket in Level)

Ace Medal – Collect all tokens in any given level.

Online Stat Board

At the end of each level, the player will be shown a series of high score boards. These boards can show a number of different categories including scores, distance flown, and level completion time. The player will also be presented with links that will lead to company websites for career opportunities and paths.