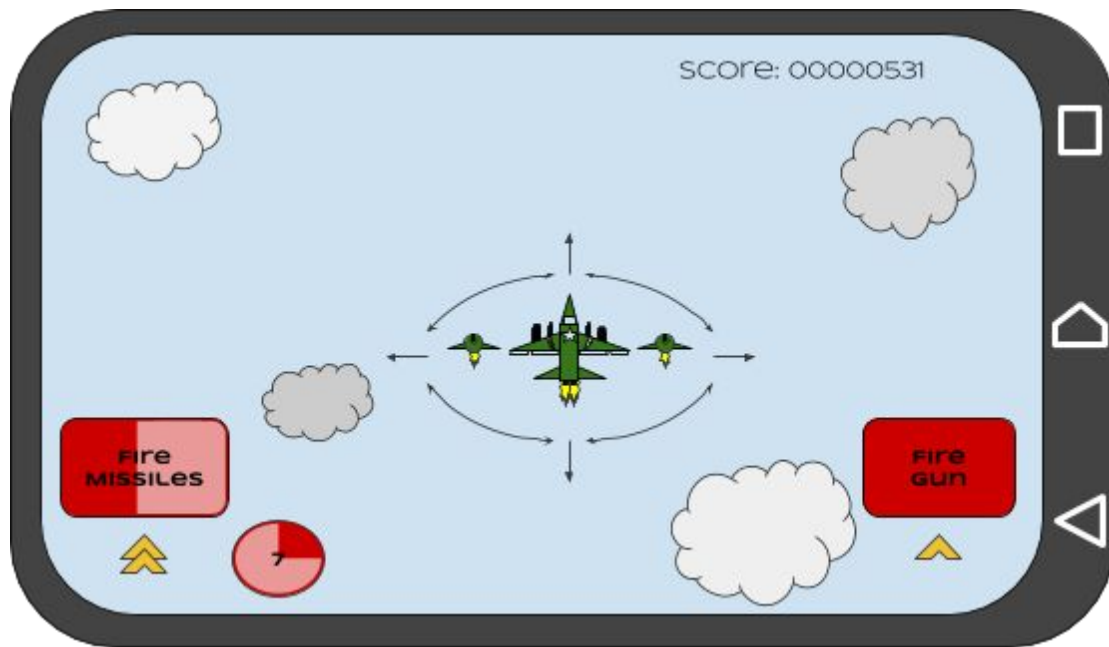


# Project Dangerzone High Concept Document



## High Concept Statement

Project Dangerzone is a 2D, top-down fighter pilot game where you are an ace pilot who has been tasked with fighting off the Black Falcon(evil/bad guy).

2D top-down fighter pilot game. Tilt to manuvoir game. Levels with light story included.

## Story

- Fun, fast-paced, 2D Fighter Pilot Game
- You are an ace pilot.
- You are the only hope left!
- The only thing between the The Black Falcon and his objective is... You.

## Features

- Fast Paced Combat
- Level System
- Different Objectives
- Able to explore:
- Find Easter eggs
- Find upgrades
- Scoring/Leaderboard
- Unlockable skins
- Endless Mode
- Player progression

# Overview

## Player Motivation & Progression

Players will be able to upgrade weapons and attain power-ups. These may be earned by earning **(XP)**, by simply playing. The more time spent playing, the more power the player will gain.

Improved weapon power and fighter upgrades will provide a means for enemy NPC's to be destroyed easier, as well as keeping the player alive.

Some fighter upgrades may only be acquired via main menu using the **(XP)** earned in-game and by completing levels; whilst **(Power-up)**'s may only be attained in-game and remain until or if destroyed. Fighter upgrades are permanent and include, for example, health and shield upgrades.

The player will begin at the start of the game with very basic weapons and rates of fire. The default weapons will include a Gatling Gun, Missiles Launcher and a Super Bomb **(Special Weapon)**. Weapons may also be permanently upgraded using **(XP)** via the main menu and **(Powered-up)** in-game.

Achievements may also be earned by the player via Androids Play Store and Apple's App Store, which will grant Experience. A leaderboard will be introduced ensure player continuity.

## Genre

The genre of project dangerzone military styled 2D top down action/adventure shooter that will allow the player to explore levels/ complete missions/ destroy enemies.

## Target Market

Males, because planes and flying/shooter based games are stereotypically associated with the male audience because of the violence involved through destroying other planes which normally have people in them (1)

Daily commuters because these are the people that are going to be using their phones/tablets/etc. for entertainment whilst they make their commute to/from education or work

Casual gamers because the game has no specific storyline and therefore people can just pick it up and play it whenever they feel like it and can put it down without the need to complete missions or levels

For fans of...

- The original Grand Theft Auto, which was created as a top down, 2D game, however this game was created for games consoles as mobile games weren't popular then
- Beat Hazard, a top down game, similar to ours in which the speed of the game follows the tempo of the music you're currently listening to, the player must shoot other planes which spawn from the sides
- Space Invaders, an old arcade game in which an alien at the bottom of the screen must move left and right to shoot all of the "invaders"
- Ace Combat, a 3D flight simulation, action game, in which you can fly around levels and shoot down enemies with a wide array of weaponry. A very popular series, with many sequels.

## **Purpose**

The main purposes of the game are to entertain our broad audience (mentioned above), and to bring something fresh to the android market

## **Competition**

After much research, we can safely conclude that there are not many 2D flight combat games, similar to what this game will be. Most flight games on the App store, especially those that are popular, are 3D. If they are 2D, then they are usually either side on, or at a 45 degree angle in a 2.5D design. Mainly, the only 2D top down flight combat games that I managed to find were 'bullet hell' games, focusing on dodging a lot of flying bullets that come from the top of the screen.

As such, although there are similar designs to sprites and graphics that we might use ourselves, nothing comes close to similarity in terms of gameplay.

## **Unique Selling Points**

This game is 2D, whereas a lot of the other games in this category are made in 3D, such as 1951 World War One, therefore our game is already very different to others.

## **Target Hardware**

The main target hardware is higher-end Android phones and tablets produced within the past 2 years. As the game is 2D, the hardware requirements to render the scene will be lower compared to 3D games, increasing the number of potential target devices

Androids market share is currently 82.8% (Q2 2015, IDC) and has been steadily climbing over the past few years making it a very viable platform for the game. Over 60% of current Android devices (Android Dashboard), are running KitKat which was released 2 years ago however Unity also supports older devices.

## **Design Goals**

We set ourselves plenty of high quality goals for us to achieve in the creation of project dangerzone. We will strive to achieve all of them, as we believe that will all play an essential part in creating the best game possible.

The first of our design goals is the creation of solid gameplay that will be easy to learn but difficult to master.

The second of our goals is the introduction of a competitive score based ranking system for the users to compete with each other on.

Finally the third goal is the implementation of a suitable pixelated graphics that are both appealing to the players and functional to the gameplay.

## Further Information

### Lore

You are an ace pilot and was part of a specialised training program. Only one person could pass. That person was you. Your plane was designed to be the very best, using all of the top technology and weapons available. However, cataclysmic news interrupted everything. Air forces all over the world were being swiftly destroyed by an unknown character. No one could stand up to him and his army. Intelligence reports that this person was known as, "Black Falcon". No longer is there any aircraft across the world, willing to risk the skies with such a predator nearby... With desperation, your plane is finished early and you are sent on a one man mission to save the skies.

The Black Falcon has coveted the power of the skies and has amassed a great army. He will stop at nothing to claim it all as his own. For some reason The Black Falcon seems have an interest in Ace.

### Sources

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