



Game Overview

Genre: Team Battle Royale

"Airflight" is an adrenaline-fueled team-based battle royale game that combines intense aerial combat with strategic teamwork. In this game, teams of two players work together to survive and dominate in a shrinking battlefield. One player takes control of a powerful aircraft, while the other player becomes the gunner tasked with eliminating opposing teams.

Art Style

Art style will be the same as Player Unknown's BattleGrounds.

Art style will be realistic and players can customize graphic options in the settings menu.



Camera

Outside Plane View



Players can view camera angles from the following views:

- Outside Flight (Third Person Plane View)
- Full Map View

Camera Controls:

- Swiping left or right rotates the camera horizontally, giving the pilot a better view of their surroundings.
- Swiping up or down adjusts the camera angle vertically, allowing the pilot to look above or below the aircraft.

Mechanics

Plane Flying

- Players can control the flight using virtual joystick
- Pilots can perform stunts and evasive maneuvers such as loops, barrel rolls, and sharp turns to evade enemy fire or gain a tactical advantage.
- A throttle slider on the right side of the screen controls the aircraft's speed. Sliding the throttle up increases the throttle, accelerating the aircraft, while sliding it down decreases the throttle, slowing the aircraft.



Turret Shooting

- Gunners have control over the aircraft's turrets, allowing them to aim and fire weapons at enemy targets.
- The turrets have a reload time until which the gunners won't be able to shoot.
- Use Virtual Joystick to aim, and UI Button to fire the turret



Plane Crashing

- Players must avoid their planes from getting destroyed or crashing
- Planes have a limited health that will be restored automatically if not taking any damage.
- Players can do this by safely flying planes, avoiding enemy fires and obstacles
- If a team's plane gets crashed, the team will be disqualified from the game.



Refueling

- Pilots must collect fuel tanks from time to time to refuel their tanks.
- Fuels will spawn randomly throughout the map for all the players
- Collecting a fuel tank will refuel the craft completely
- There will be an additional slot of fuel that will automatically be used if one tank replenishes.

Ejection

- During the plane crash, both the team members will have a window to eject to the ground.
- Both the team members will be ejected as soon as one of the team member presses the eject button
- Both the team members can then find a new plane and continue playing the game.
 - Note that both the gunner and pilot must be on the flight to start the plane engine and take off
- If players are wandering around without a plane on the ground, they can be killed by other players of opposite teams

Power Ups

- **Shield Power Up:** Adds shield to the aircraft for a limited time.
- **Missile Power Up:** Provides one Missile shot that will cause significant damage to the enemy
- **Invisibility:** Makes the aircraft invisible for a few seconds.

Gameplay

- First the player has to form a team with his friends/matchmaking.
- The player has to select a role for himself based on available options.
- The player then has to choose the game mode and then matchmaking starts.
- When all the players are joined, the match will start after 2 min. waiting time.
- Each team will be spawned in a plane randomly throughout the map.
- The players will have to find other planes and destroy the planes.
- If the plane is destroyed, the team will disqualify
- The zone will be shrinking from time to time so that the battle gets closer and more intense.
- **Refuel and Ammo:** Ammo and Fuel tanks will be spawned around buildings, mountains etc. so that player can collect them and continue playing

Team Dynamics:

- Each team consists of 2 players, the Pilot and the Gunner, who must communicate and collaborate to succeed.
- Pilots are responsible for maneuvering the aircraft, managing fuel, and finding advantageous positions in the ever-shrinking play area.
- Gunners focus on shooting down enemy aircraft and eliminating enemy players.

Bots:

- If player is playing solo, then he will automatically assigned as a pilot and a bot will be assigned as a shooter in the team (if no players are available to matchmake)

Aircraft Dynamics:

- Aircraft can perform evasive maneuvers, barrel rolls, and flips for both offensive and defensive strategies.
- Managing fuel is crucial, requiring Pilots to make strategic decisions on when to engage, retreat, or refuel.

[Optional] Environmental hazards: We can add storms, turbulence etc. for increasing the game challenge.

Map

- The Map will be 5km x 10km area
- There will be more runways compared to buildings and city structures
- Map will also include deserts, forests, skyscrapers

Example Map:



Upgrades:

Category	Variables
Aircraft Upgrades	• Speed • Ammo Capacity • Fuel Capacity • Stability and Handling • Max. Health • Turbulence Resistance
Player Upgrades	• Speed • Max. Health • Armour Health
Turret Upgrades	• Max. Ammo • Reload Time • Max. Zoom • Recoil • Max. Range • Damage Caused

- Turret upgrades include increased damage output, improved accuracy, faster reload times, extended range, or specialized ammunition types.
- Players can also upgrade their aircrafts for turbulence resistance, balance and stability, max. Speed etc.
- Players will have to choose turrets and aircrafts before matchmaking.



List of Aircrafts and Turret Models

Aircraft Images	Aircraft Models	Turret Models
	HAL Tejas Mk1A	DRDO Vajra 27mm Multi-Barrel Cannon Turret
	Dassault Rafale	SAFRAN Naraina 30mm Integrated Gun System (IGS)
	Sukhoi Su-30MKI	NPOV Novator Vikrant 37mm Rotary Cannon System
	MiG-29	Rosoboronexport Emerald 23mm Cannon Pod
	HAL HJT-36 Sitara	DRDO Shatak 20mm Gun Turret

Other Game Systems

Mic System:

- Players will be able to communicate with each other with the help of in-game mic systems

Game Modes

2v2 Team Deathmatch

- Within a limited time, the team has to score maximum score points to win the match
- Scores can be obtained by killing the opposite team.
- Once a team member is killed, their plane will respawn again at a different position in the map after a few seconds
- The size of the map will be smaller compared to the Battle royale map.

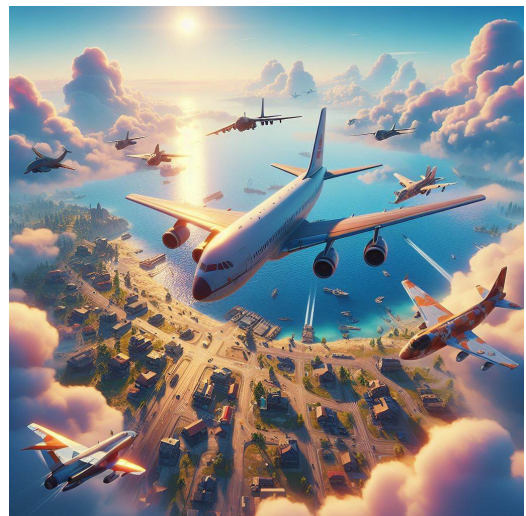


4v4 Team Deathmatch

- Total 4 teams will be present
- 2 Teams will be combined in a group and the collective score of grouped team will be considered
- The rules will be same as that of 2v2 Team Deathmatch

Battle Royale

- **Objective:** The primary objective is to be the last surviving team in a shrinking battlefield, which encourages intense aerial combat and strategic gameplay.
- There will be a total of 10 Teams for the match to begin.
- **Map:** The game takes place on a large, dynamic island map filled with diverse environments, including forests, cities, and mountains. The map gradually shrinks over time, forcing players into closer encounters.



Monetization

- **Cosmetic Items:** Players can purchase cosmetic items such as aircraft skins, weapon skins, emotes, and pilot/gunner customization options to personalize their appearance and express their style in-game.
- **Seasonal Battle Passes:** Seasonal Battle Passes that offer a tiered progression system with exclusive rewards, including cosmetics, currency, and experience boosts, for players to unlock through regular gameplay or premium purchase.
- **Ad Integration:** Non-intrusive advertising options, such as rewarded ads or banner ads in menus, to provide players with optional rewards in exchange for watching ads, helping to monetize free-to-play users.



IAPS:

1. Player Skins
2. Aircraft Skins
3. Turret Types
4. Aircraft Types
5. Normal and Premium Currency Packs
6. Exclusive Skins

Player Progression

- Players will progress level wise based on XP and also Tiers.
- Player will earn more XP as he progresses in the tiers.
- Players will also be able to upgrade Max HP and wear different armors as he progresses in the game.



Rewards - Daily Bonus

- Player will get one free gift from the weekly calendar when he logs in.
- The gifts will be based on continuous streaks of the week and the calendar will reset every week
- Gifts will include - Coins + Skins + Free Upgrades

