

Project Name:	BACKLASH
Date/Revision:	01JUN94 / NR
Prepared By:	Michael J. Terry
Concept:	Defend the mothership with a gun turret
Program Type:	Action
Project Size:	Medium
Target Market:	Shareware

Plot Description:

The player is a gunner in the space navy. The game consists of missions where the player is charged with different tasks, all involving destroying the enemy. The basic mission layout consists of defending the mothership as it travels between space stations. The player defends the mothership from a rear turret (hence the name BACKLASH). Other missions involve front and top turrets on the mothership as well as starbase turrets. Ground based turrets are a possibility.

The game consists of three campaigns. The first campaign is to be distributed as shareware while the other two are the released product. Each campaign will have one or more objectives that are basically non-interactive and portrayed in the mission overviews.

The player uses guns and missiles to defeat the enemy ships and drones.

Game Description:

The player controls a gun turret on space vessels, defending against enemy ships, drones and asteroids. The turret can be rotated about the x and y axes with limits depending on the configuration. Several configurations will be used in different scenarios. The player attempts to accomplish mission objectives and complete all of the missions in the game. The plot will be linear and minimal.

Between missions, the player can upgrade the turret weaponry, review the results of the last mission and evaluate the next mission's objectives. Upgrades are to be purchased with points, reducing the player's overall score. The game can be saved between missions.

Animations will be used heavily, but they are to be integrated into the game environment. This is different from the traditional cinematic sequences as the animations are to be mostly from first person perspective (as opposed to a third person observer / camera perspective).

Sound blaster and PC speaker sound are to be supported as is AdLib music.

Graphics will use snap shots of ray-traced and hand drawn objects. The 3d driver will support pitch and yaw, but not rolling of the view and/or objects. A best fit image will be used to represent the objects in space selecting based on the viewing angle and object orientation in world space. The image is then scaled for distance and drawn on the screen. Frame buffered graphics in 320x200x256 mode will be used.

Player control in the game will be limited to the orientation of the turret. This is not a flight simulator.