



TURBO

STRIKERS

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OVERVIEW

GENRE

Aerial third person shooter
Online 3v3 multiplayer
Competitive

CAMERA

Third person

TARGET

Core gamers
Competitive gamers
(Beaters)
Gamer clans/teams

Turbo Strikers is a competitive team-based arcade dogfight game where each player controls a slightly armored jet-fighter.

On these aircrafts, activating the weapons is done manually by restarting the engine completely, putting the pilot at risk for a few seconds.

In the outreaches of space, lost squadrons wage war on each other with the fastest and lightest ships available.

The only pilots who last are those who can switch from fast movement to precise strikes in a split second.

DESIGN

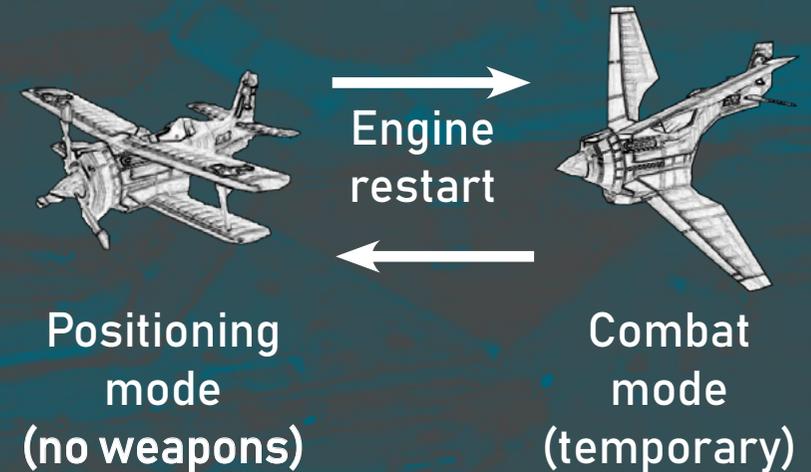
The game is played in equal teams of 3 players (3v3).

The goal is to take down each of the enemy pilots.

Each player controls a fighter plane, the Striker, that can switch between two modes : Positioning mode, where it **cannot attack**, and Combat mode, in which the Striker's manoeuvrability is decreased

While the system is restarting, the aircraft falls down like a rock and the pilot has to rely on **momentum** to turn their fighter around.

At this moment, the pilot is vulnerable and must **rely on a teammate** to cover them.

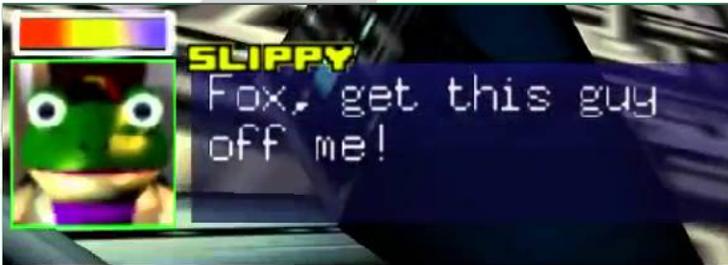


Once rebooted, the Striker is granted a **short boost** to catch up to his opponents.

The combat mode rapidly overheats the engine, forcing the pilot to switch back.

INTENTIONS

Turbo Strikers is not about precision or reflexes.
It's about **teampay**, coordination, planification, and timing.



As a team-based multiplayer game, Turbo Strikers is meant to be played with friends as allies, forming **squads**.

The goal is to make the players feel like jet pilots of the same flight, **relying, depending on, and defending** each other.

Every aspect of the game is designed with that intent - from the core game loop which forces pilots to cover their teammates during assaults, to the online leaderboard that rates and registers **teams of three** instead of individual players.

Turbo Strikers brings a unique element of timing to the genre.

Each assault induces a vulnerability, the reboot time, that opponents can take advantage of.

Unlike other shooters, the emphasis is not put on reflexes or good aim, but on positioning, timing and planification.

Once a striker is in sight, a few shots are enough to take it down : communication is the only way to keep enemy positions in mind to stay alert and avoid ambushes.

DESIGN

The weapons are designed to make aiming irrelevant in favor of **positioning**
Additionally, each Striker has its own set of **modules** that defines its role in the team

1 SPREAD

Each Striker carries a rapid-fire large spread cannon to take out enemies in close range. It makes up for **deadly ambushes** and forces opponents to keep their distances.

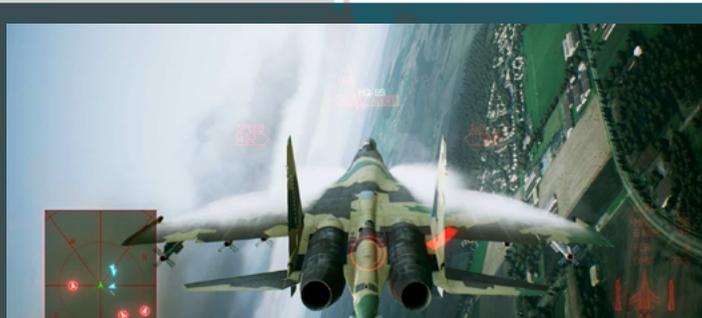
1 HOMING

The Strikers also have a long-range weapon in the form of a «fire and forget» homing missile. It is designed to punish static enemies and reward **good manoeuvres**.

0↔4 MODS

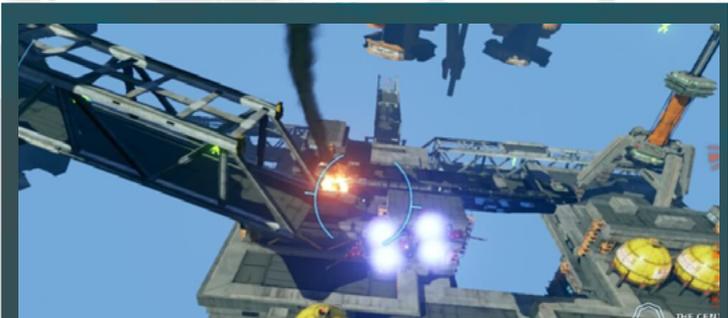
The pilots can attach up to 4 modules to their Striker, each giving **various abilities** (smoke, trails, bombs, radar, shield...), but **increasing reboot time**.

Combat mode is designed to give a different manoeuvrability to the aircraft
While it becomes easy to aim and shoot, there is less control on the aircraft's overall handling



Ace Combat 7 - Skies Unknown (2019)

Flight mode : The pilot controls the aircraft directly



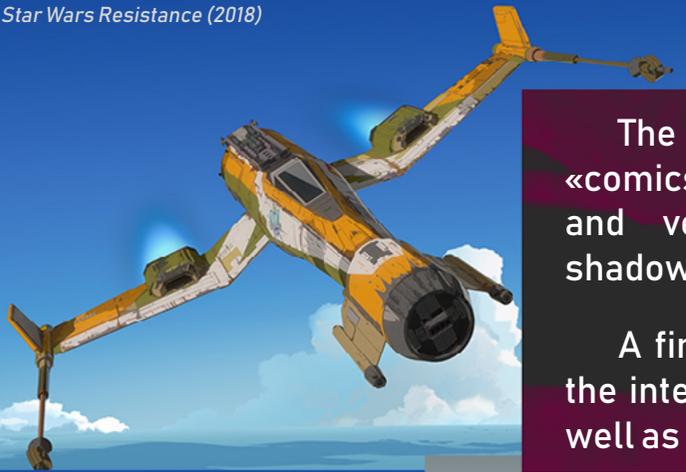
Strike Vector (2014)

Combat mode: The pilot controls the aim, and the aircraft follows

ART DIRECTION

The artistic direction builds a contrast between the aircrafts and the environment. This makes the Strikers look foreign to the planet (as they are), but also increases visibility. In a competitive game, the main focus is on visibility and providing players with clear input.

Star Wars Resistance (2018)



The ships are designed in a «comics» style, with flat textures and very sharp and defined shadows.

A fine black outline separates the internal pieces of the ship, as well as the outside.

Ni No Kuni 2 (2018)



The environments have more refined textures, with a realistic management of lights and shades and no outline.

The goal is to obtain something similar to the nature and foliage render of Ghibli studio films.



N'S SKY No man's sky (2016)

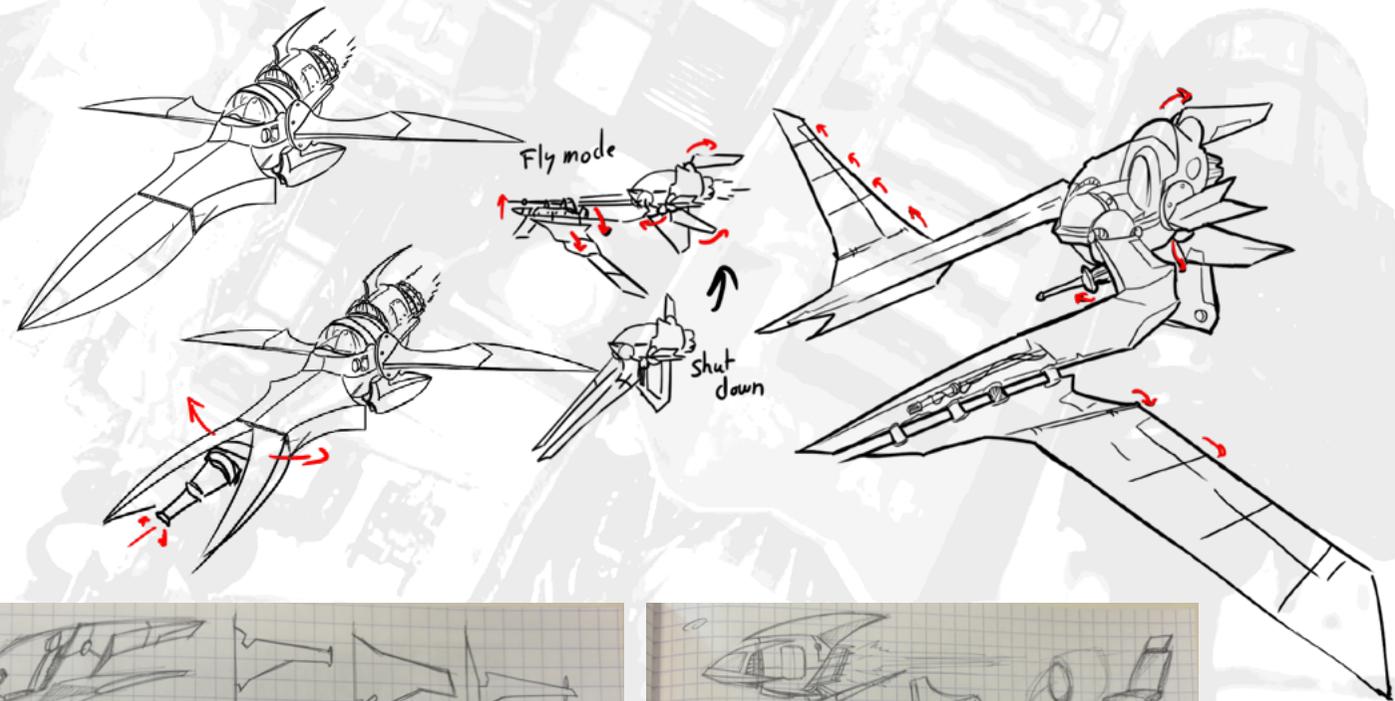
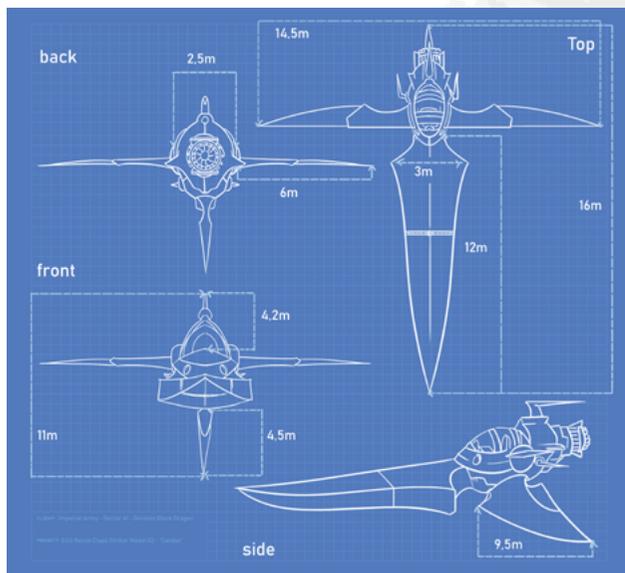
Sable(2019)



The Legend of Zelda - Breath Of The Wild (2017)

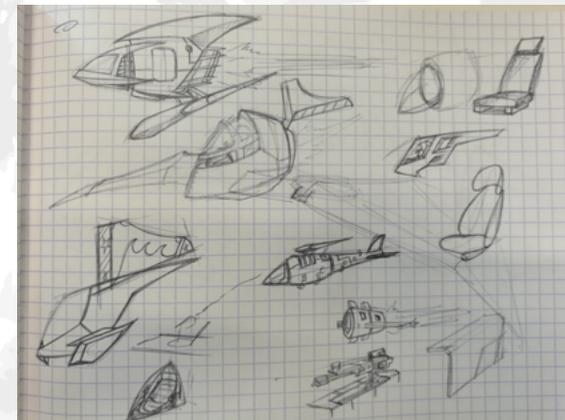
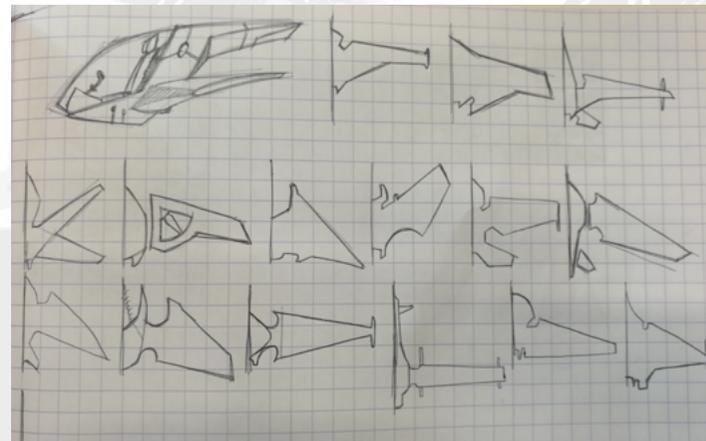
SHIP DESIGN

Since the game has no « story mode », it also means that most of the lore and background information will be conveyed through the design of the aircrafts, environment, or pilots



Damage has accumulated on the ships: they're a bit banged up, but still in good shape.

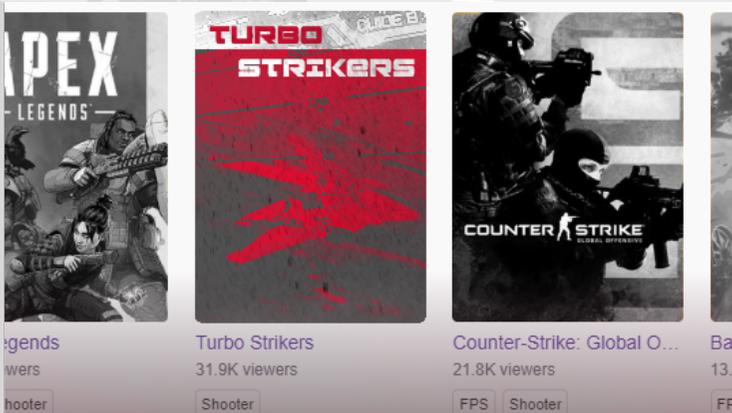
The condition of the ships, as well as their shape, differs from ship to ship. Each squad also has its own unique insignia.



MARKETING

Turbo Strikers is not a flight simulation – it's an arcade, competitive aerial shooter.

It targets core to mid-core clan gamers, competitive teams, and streamers.



Turbo Strikers is in an empty spot: there is currently no aerial shooter with similar mechanics appealing to the same audience.

The multiplayer and competitive aspects of the game make it highly streamable and youtubable.

The game itself appeals to a core to mid-core audience of players who play with their friends in teams

While the game itself is designed for this type of player, a particular attention is paid to readability and clarity – making a Turbo Strikers stream enjoyable for any audience.

To a lesser extent, the game itself can also be appreciated by players who grew up with older arcade flight shooters like *Crimson Skies* or *Falcon*.

On the market, Turbo Strikers will follow a freemium model – with only core contents at launch, it will receive free updates over time and the main revenue will come from selling cosmetic elements (skins, ships...)

KEY POINTS

UNIQUE MECHANICS

Turbo Strikers puts an unprecedented focus on teamplay and communication. Timing the reboot strike and planning between the player and their teammates is more crucial than ever.

FREE MARKET SPOT

As a direct consequence, Turbo Strikers has no rival on the market. As a new entry on the aerial TPS genre, it brings a refreshing element to the competitive scene and appeals to a growing audience.

TECHNICALLY CHALLENGING

Turbo Strikers is an ambitious project with both design and technical challenges to tackle (balancing, online multiplayer, ...). For developers, it represents a unique opportunity to learn and step up.