

## Hybrid

### An Action and Strategy Hybrid Game

#### Core concepts:

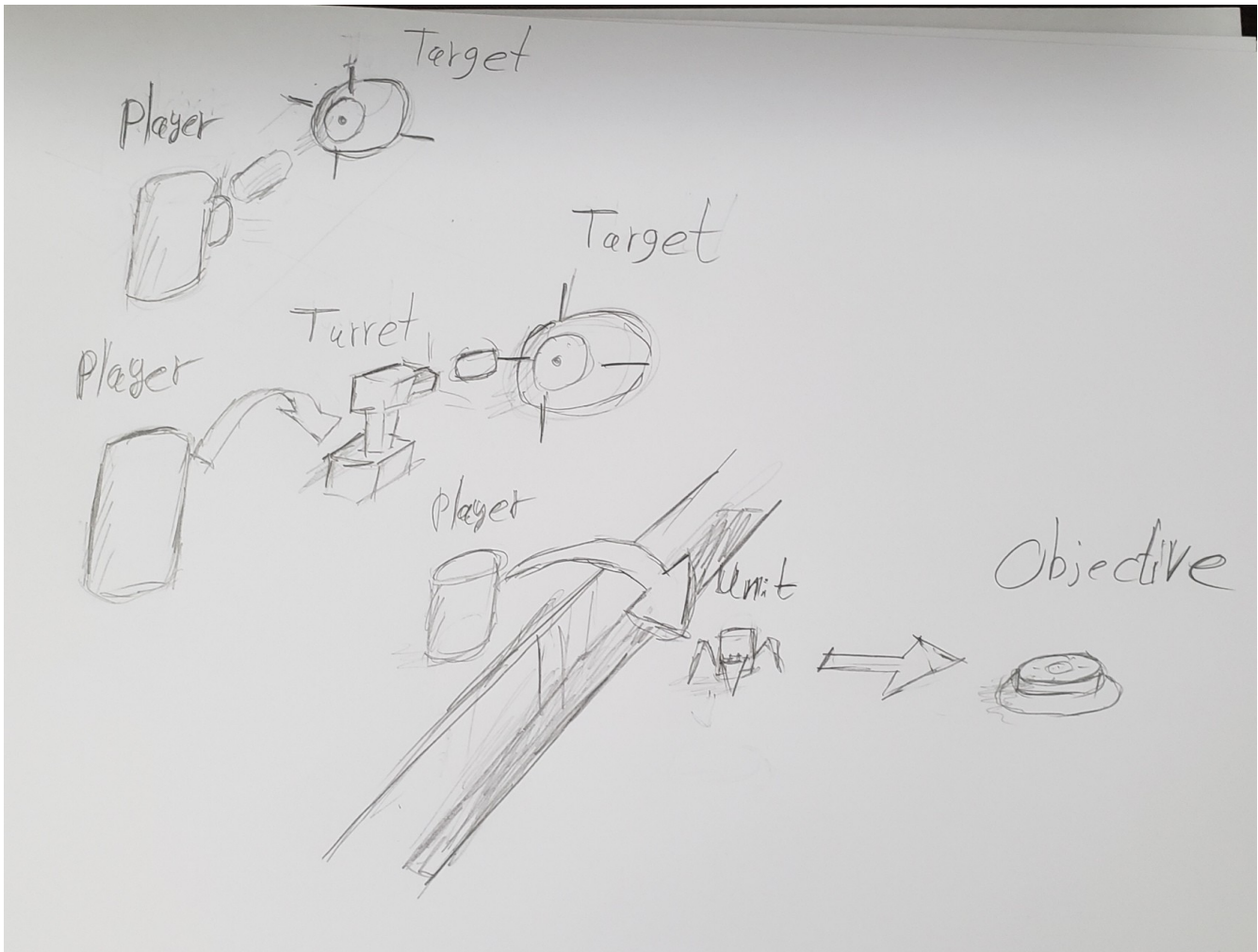
Platform: PC

Control a mobile fighting-construction vehicle, utilizing weapons and unit / building creation abilities to fight off enemies, solve puzzles and progress through the levels of a hostile area.

Adapt to different situations using your tools; your tools will require resources that will be either scarce or abundant.

Find upgrades and new tools, with challenge areas and hidden rooms holding unique utilities.

Use a unique save system that gives allows you to save anywhere, but load only a limited amount of times per run.



## **1. Players:**

The game is a strict single-player game.

The game is targeted towards young to middle aged audiences.

As the RTS aspect will interest older audiences, and the action aspect will interest younger ones.

## **2. Goals:**

The goal of the game will be to progress through the levels of the game.

Each level will contain an action exploration segment and an RTS segment after it.

Each level will serve as a checkpoint for the player, saving his progress.

The player will be guided by visual cues and hints to his next objective, keeping the main goal a mystery through the entirety of the game.

The player could also choose to take on areas of the game which are not necessary, but give useful power-ups that can be useful later on.

## **3. Main Game Loop:**

In the first minute of the game the player will be given control of the vehicle, giving him some time to get accustomed to the controls.

After solving an easy puzzle, the player will face an enemy to which he will have to react accordingly.

Each level will contain an exploration segment, with combat and puzzles, and an RTS segment, where resources will be plentiful and the player will face hordes of enemies utilizing his construction abilities.

During the exploration segment, the player can explore the map and collect useful power-ups for the upcoming segment. The player will have options to choose different power-ups, some which lock others from being used.

The game mechanics will be presented one at a time, and explained via a “show don’t tell” way. By presenting a problem and then presenting the solution via presenting the tool and a simple explanation of how to use it.

The controls will rely on a keyboard and a mouse.

The player controls where his vehicle looks via the mouse.

The firing and selection of units will also be done via the mouse.

The player to switch to “RTS mode” where his main vehicle will be deactivated or automated, and he will have full control of other units and his construction abilities.

Walk: W,A,S,D keys with a dash key bound to shift

Look and shoot: via the mouse, with the left key firing the weapon and the left an optional auxiliary effect of the weapon.

Build: The player enters build mode by pressing space, a build menu will show up and the player could choose what to construct.

Command: While in the build mode, any interactive unit the player has can be commanded.

#### **4. Rules:**

The core rules are a top-down shooter action game, shoot the bad guys and don't get shot. The player will have a health bar, which upon depletion, the player loses his life and is reset back to his last manual checkpoint.

The player will have an arsenal of weapons to choose from, each having its properties and requirements.

Additionally, the player can construct units and structures that can help him solve puzzles or fight off enemies using limited resources.

The player will be able to restore his health at certain locations in the game, and via specific structures in the RTS segment of the game.

Upon completing a level, all of the level's power-ups and resources are automatically unlocked.

#### **5. Resources**

The player will have to manage 2 resources: ammo and materials.

Ammo and materials can be either scarce or abundant, depending on the level.

The player will also have options to have them regenerate automatically via map interactions.

Ammo will allow the player to empower his weapons fire power and use the weapon's special abilities. Some weapons will not fire at all without ammo.

Materials will allow the player to construct, buildings traps and units alike.

Dashing will allow to player to move rapidly towards a direction while negating all damage the player receives and will also allow him to pass over low obstacles like small holes or damaging areas.

The dash will have a short cool-down.

The player will be able to collect weapons, weapon upgrades and long-term resources in the form of facilities.

To acquire long-term upgrades the player will have to successfully defeat the level, in order to benefit from them in the next level.

Any long-term upgrades collected still apply when the player collects them, as long as he doesn't lose.

#### **6. Conflicts**

The key conflicts in the game would be the map puzzles, the enemies and the RTS objectives between maps.

One key conflict the player may have upon losing, is to whether invest time in collecting all the power-ups in the current map or rather try to get to the next segment as much as possible as to save time.

Additional conflict will be the choice which power-ups to choose for the upcoming RTS segment.

On what to spend the scarce resources and whether or not to conserve them for harder, later stages.

## **7. Boundaries**

The player will be confined to the room he is in or area that he is in via walls or natural obstructions such as rocks hills and cliffs.

The player cannot walk over obstacles like holes but can dash over them, excluding walls and obvious impassable areas.

Some areas would later become passable via player interaction with the map and its mechanics.  
i.e. lowering a bridge or opening a gate.

## **8. Outcomes**

Two key outcomes for the player would be passing the exploration segment, and then passing the RTS segment of the game.

Some sub-goal outcomes in the exploration phase may include achieving hard to get power-ups, completing the level using less resources or finding a new secret.

Some outcomes for the RTS segment may include finding key locations and optimizing unit and structure placement.

### Similar Games:

Whilst searching for games, I searched with the keywords “top down shooter RTS action ARGP” (Results weren’t good so most of the games here are games I know)

### Brigador:



The game will differ from this one by having a building mechanics and mid-combat swap-able weapons.

People who enjoy RTS might prefer our game than this one as it will have more RTS elements.



Hades:



Same as before:

The game will differ from this one by having a building mechanics and mid-combat swap-able weapons.

People who enjoy RTS might prefer our game than this one as it will have more RTS elements.

## Rift Breaker:



In this game the construction mechanic is not done during combat, but as a separate phase of the game. Some people might enjoy having RTS elements mid combat and prefer our game.