**Design Document for:**

# Return Fire Remake

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Version # 0.01

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# About this document

This document is being written with a little of a headway into the creation of the game itself. During the course of the project the implementation will certainly change, but this document will try to congeal the core of the project as much as it can. Ideas come and go as well, and this document will try to keep up with them.

This document won’t contain any of the implementation details, and at most it will give due consideration to the Unity game engine, which is what is being used to build this game. If there’s a need to include details of technology used, it will be done in an annex.

This will also not contain any business considerations mainly because this project is a portfolio piece. If there’s a need or want or opportunity to do so, it will be done in an annex as well.

Thanks for the people that made the artwork that appears in this document.

Special thanks for Chris Taylor (from Total Annihilation and Dungeon Siege fame) for creating the template for this document. The original template may be found searching for “ctaylordesigntemplate.doc”.

# Game Overview

## Common Questions

### What is the game?

Return Fire at its core was a class-base CTF game where the player or players controlled vehicle representation of those classes. This remake aims to keep this core, while porting the game to modern times.

### Why create this game?

Because I spent many hours playing this game way back when, and it is a rather simple game that hasn’t been ported to modern platforms yet. Basically, the reason to create this game is a combination of its relative simplicity of the systems involved with the fact that I want to complete a project that I want to create.

### Where does the game take place?

The setting of the original Return Fire was a generic contemporary jungle-y collection of islands. This one aims to have a more far future look, but it doesn’t need to be tied down to a specific location setting.

### What do I control?

The player can control the various classes, represented as vehicles, and switch between them as the situations demands.

### What is the main focus?

The main focus in the Multiplayer section is for players to be pitted against each other in arena-style battles to capture the opposing team’s flag, and bring the flag to their base thus either scoring points or as the ultimate goal.

In the Singleplayer section, the player is pitted against the clock and the enemy fortification itself, and the player will try to complete levels in the shortest amount of time possible. Online leaderboard support is a consideration in this mode.

# Feature Set

## General Features

* Quick matches
* Balanced classes
* Easy to pick up and play
* Generate new levels with each new game, or select from a list of a lot of premade levels

## Multiplayer Features

* Up to 4 players in each team, choosing from either Red, Blue, Green or Yellow
* Local splitscreen play for up to 4 players
* Online leaderboard for single-player maps
* Leaderboard can also feature your own created maps

## Editor

* Comes with map editor
* Download a map from the Internet and edit it.
* Upload a map to the Internet and see it featured on the Leaderboards
* Editor is super easy to use

## Gameplay

* Control the game with a controller, in addition to KB+M
* Choose between “Classical” and “Modern” controls
* Choose between types of level generation, choose from premade levels or create your own
* Almost everything in the level is destructible, even your own base!
* Fortresses featuring turrets, walls, gates, random buildings, supply depots or fuel tanks
* Ammo and Fuel are not infinite, making the game more tactical
* Destroy all of your opponents’ vehicles or capture their flag to win the match
* Score that keeps track of the destruction you’ve caused in the level. Your opponent won the game? WELL, YOUR BASE IS A PILE OF RUBBLE, HOW DO YOU LIKE THAT?

# The Game World

## Overview

The game will take place in matches set in arena-style maps resembling tropical islands, with fortresses built to resemble military bases, lined with walls and protected by turrets. Inside those walls, is the flag towers that, in of one of those, contain the flag of the opposing team. The player that captures the flag will be the victor of the match.

## World Feature: Destructible objects

Everything but the terrain and the vehicle pads are destructible! Surgically remove wall sections from your foe’s base or just level everything. The game keeps score of how much you’ve destroyed, including your opponent’s vehicles.

## The Physical World

### Overview

The world will consist of the many features that appear in the game map. Some of them have a distinct role, like the turrets and the flag tower, while some of them are just for decoration, like trees and other types of buildings.

The following sections describe the key components of the game world. Note that any stats (things like health points, damage dealt, etc) are just suggestions

### Player-Controlled vehicles

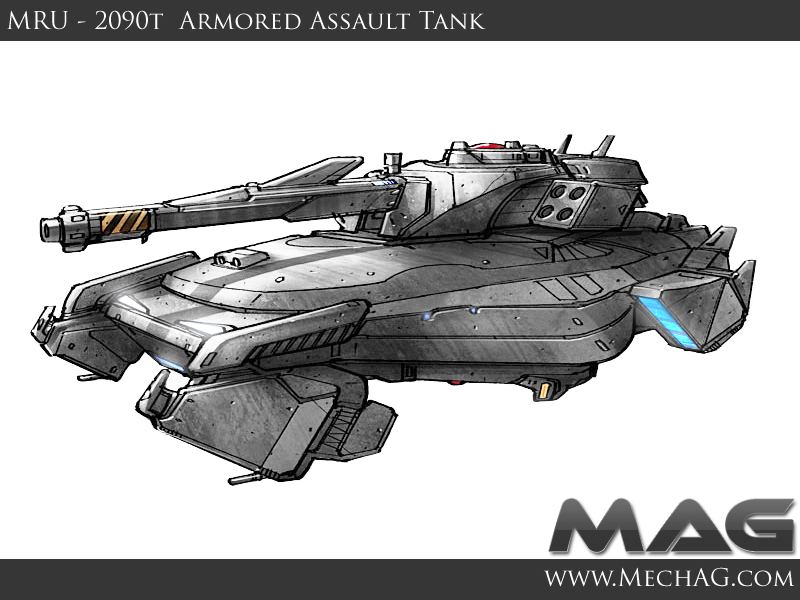
The names are just what the class of the vehicle maps to the original game, they don’t have to look like those from the original.

### Jeep:

Fast and fragile vehicle that attacks with a weak cannon or burst machinegun; doesn’t have anti-air. Can switch back and forth between regular mode and a mode that allows it to drive on water, but it is very slow in this state. The only vehicle able to carry the flag. Dies in one hit from anything.

### Tank:

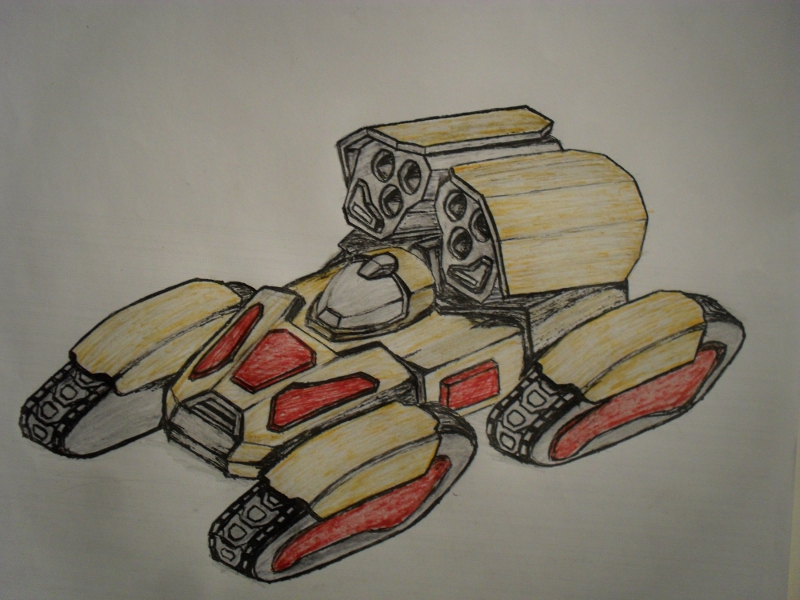
Medium in all of the stats, and can rotate the turret independently from the body.

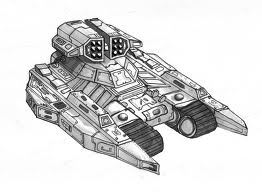




### Missile Truck:

Slower and better armored than the tank, but only shoots to the front of it. Higher range than the tank. Can lay mines.

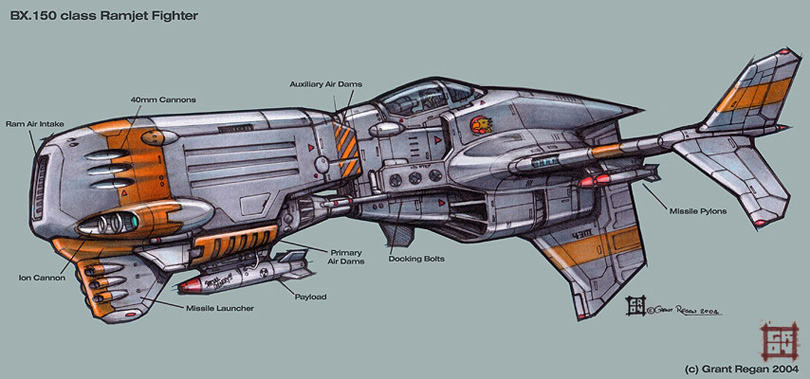






### Helicopter:

Very fast, but light and fragile. Has missiles and cannons. Because of its lightness, it is knocked around by hits and briefly loses control for a time. Consumes fuel even while not moving, contrary to the others. Has to unfold, rev up and gain altitude before being actually in the player control.



### Special Buildings:

### The Base:

This is the place where the player can change vehicles, and the place where the flag must be brought to score.

### The Flag Tower:

These buildings hold the flag the player needs to score. There may be multiple of those for each team. Even in these cases, only one flag per team may exist in the world.

### The Flag:

The McGuffin the players must capture in order to win the game. Can be anything appropriate for the world (say, a “power source” or “intelligence” or whatever).

### Ammo station:

These are buildings scattered throughout the bases that rearm vehicles stationed on it. Note that in the original game, they didn’t regard team while rearming, and didn’t rearm the helicopter.

### Fuel stations:

Refueled vehicles that stationed on it. Same considerations as the ammo stations.

### Walls:

Keeps things inside, inside, and things outside, outside. Doesn’t work against flying things. Or things that go around them. They also don’t care about your feelings.

### Gates:

Opens up for vehicles from the same team, otherwise the same as walls. Especially the part about your feelings.

### Turrets:

Shoots at vehicles from other teams. They are used in conjunction with the walls to keep things out. The main enemy of the single-player portion. They appear where walls form 90º sections with each other, where the wall ends (such as in the side of gates) and they can appear by themselves.

### Miscellaneous Buildings and decorations:

Basically decorations like plazas, gardens, trees and assorted military-ish buildings. Some of them may generate soldiers that lob grenades at the attacker while running towards the sea/another building. Tents should be squishable.

### Scale

The scale of the buildings and the vehicles should be believable, in the sense that, if a building is supposed to be a garage of sorts, then the vehicles should conceivably fit in there. The buildings should have doors that people can fit, and the vehicles must pass the idea of believable interior spaces, ammunition space notwithstanding.

## Camera

### Overview

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

### Camera Detail #1

The camera will move around like this and that.

### Camera Detail #2

The camera will sometimes move like this in this special circumstance.

# The World Layout

## Overview

Provide an overview here.

## World Layout Detail #1

## World Layout Detail #2

# User Interface

## Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

## User Interface Detail #1

## User Interface Detail #2

Musical Scores and Sound Effects

## Overview

This should probably be broken down into two sections but I think you get the point.

## 

## Sound Design

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

# Single-Player Game

## Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

## Single Player Game Detail #1

## Single Player Game Detail #2

## Hours of Gameplay

Talk about how long the single-player game experience is supposed to last or what your thoughts are at this point.

## Victory Conditions

How does the player win the single-player game?

Multiplayer Game

## Overview

Describe how the multiplayer game will work in a few sentences and then go into details below.

## Max Players

Describe how many players can play at once or whatever.

## Servers

Is your game client-server or peer-to-peer or whatever.

## Customization

Describe how the players can customize the multiplayer experience.

# World Editing

## Overview

Provide an overview about the world editor.

## World Editing Detail #1

## World Editing Detail #2

# Extra Miscellaneous Stuff

## Overview

Drop anything you are working on and don’t have a good home for here.

## Junk I am working on…

Crazy idea #1

Crazy idea #2