**The Price of Freedom: Retaliation**

Game Design Document

**Brief Game Description**

**Game Type:** First-Person Military Shooter

**Gameplay Modes:** Single Player/Split-Screen Campaign, Online/Offline Multiplayer, and Split-Screen Special Ops

**Background and Setting:** Game begins in 2030 with America in an economic downspin following the war in Australia in 2025. Following a terrorist attack on America by the Republic of Socialist Asia (RSA), the U.S. military turns its last hope to a new initiative of former American soldiers known as the Iron Eagles.

**Campaign**

**Description:** Ten missions follow the Iron Eagles around the globe in a fighting effort to eliminate the RSA and its threats on America.

**Gameplay:**

Single Player Mode:

*This mode is available during all ten missions and allows the player to choose one of the six Iron Eagle members to as their character to complete each mission. All remaining characters will be replaced with AI to move the story along.*

Split Screen:

*This mode is only available during missions 2-10 due to the absence of an official Iron Eagles team during the Flashback Mission in Australia 2025. Each player (up to six) chooses a squad member to be beginning with Player 1 and descending to Player 6. Remaining unchosen characters will be replaced with AI.*

**Iron Eagles Team:**

[**Iron Eagles Xmind File**](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Iron%20Eagle%20Characters.xmind)

**Missions:**

[**Missions Outline**](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Single%20Player%20Missions%20Outline.docx)

**Weapons and Perks:**

[**Weapons and Perks List**](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Weapon%20and%20Perk%20List.docx)