

Stand firm

Game Development Document



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## Game introduction

*(To developer):*

This is a tower defence game based on WW2 and specifically focuses on design gameplay on scout and limited logistics management. Player will play a role as the commander of a enforced tank company, and the goal of game is to stand firm for a specific amount of time.

*(To player):*

To frontline commander:

It's out of our expectation, but the enemy is now pushing against your direction, target to the city behind your tank company. Needless to say, you know what nightmare will happen if Nazis enter the city. We’ve already started the evacuation, but it still needs time. Enemy army size is dozens of times higher than you, and everyone is clear this is an unwinnable action, but you are the only one who still have the ability to stop them in the frontline. Please stop them, as long as you possibly can. The longer time you hold, the more civilians will get evacuated. The ground supply line has been cut off, but we promise to provide any possible airdrop supply and air-to-ground fire support, and…

good luck, commander.

## Gameplay

This is not a typical tower defence game, the tank is the defence tower. The difference is the moveability of tank. Player can move tank around to different positions to adjust the defence force. Tank will consume fuel in different speed when it moves turret, travalling and scouting, consume ammo when shooting, and consume other living necessities in any time.

Since we only have very limitted suppliments, it’s not a good idea to load full fuel and ammo onto the tank, instead, player need to establish supply lines from base to tank, to maintain the combat ability. However, enemy will also manage to attack player’s supply line, so sometimes player need to select a safer route for logistics sappers.

When player move the tank, the supply line will not automatically get cancelled, the logistics sappers will still delivering resources to designated locations. Player can either attach the final target to the tank to make it automatically follow the tanks’ movement; or player can choose to manually adjust the supply line to a new designated area.

Airdrops will come routinely, pilot will send a message to commander that indicating the location of airdrop, and the movement of enemy been observed. The location is a range that contains the accurate airdrop location, the enemy movement may be correct, or may have some error, player need to combine their own observations and the given information to paint a full image of enemy movements.

Airdrop contains fuel, ammo, living necessities, and may containing supported tanks and soldiers, which will be notified during pilot contact.

Player needs to defend through two stages, first is to defend until the civilians has been evacuated, after that, player needs to continue defending until the friendly army comes. However, the winstate for this game only require one stage of defence, which is the evacuation. Thus there is two different ending in the game, one ordinary end and one true happy end.

### Story

The entire story timeline is stay in a 2 days span, more specifically, two day and night. This story will select different country as background, and allows player to choose the country.

Although the story varies very huge between different countries, it does have some similarities with each other. First, except for specially stated, each country’s storyline will have two success end and one fail end. If player does not defend through the first day, it’ll be a fail end that enemy is rushing into the city and citizens been killed. If the player does not stand through the second day, the civilians are evacuated, but the supporting friend army hasen’t arrived yet, in this case, player will still reach a succeed end, and this is considered as the TRUE end. If player succeed on hold through the second day, then the support will arrive and player will reach a success end in the third day’s morning, which leads to a HAPPY end.

Based on all listed above, we can start to do some adjustment and design the gamestory for different countries. However, due to the time limit, it’s not possible to design those stories in one semester, thus I’ll choose Franch as a demo example and design a story for the true end—the happy end will only been designed when time allowed.