Heavy Steel

*Game Design Document (GDD)*

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# **Description of Game**

Heavy Steel is an open-world, tank fighting, strategy game with simple AI, terrain, and an advanced control system built in Unreal Engine 4. The player will control a military tank while attempting to destroy enemy AI tanks, strongholds, or other players. The game will eventually be expanded to include a story mode, online multiplayer with multiple game modes, and a special and unique game mode.

# **Story**

Heavy Steel will take place during World War II between 1940 and 1945 and involve the “Allied Powers” against the “Axis Powers”. The story mode of the game will progress through different battles in different locations leading up to the Battle of Berlin, one of the final major offensives of World War II, while the online multiplayer mode will give players the choice between the different battle locations from the story mode.

# **Scenes**

Heavy Steel will have multiple scenes for the different battle locations. These will include, but are not limited to the following:

* Outskirts of Belgium – (Battle of Hannut, 12 – 14 May 1940)
* Northwestern Front – (Battle of Raseiniai, 23 – 27 June 1941)
* Wastelands – (Battle of Brody, 23 – 30 June 1941)
* Deserts of Egypt – (2nd Battle of El Alamein, 23 October – 11 November 1942)
* Eastern Front – (Battle of Kursk, 5 July – 23 August 1943)
* French City of Caen – (Operation Goodwood, 18 – 20 July 1944)
* German Capital, Berlin – (Battle of Berlin, 16 April – 2 May 1945)

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# **Screen Mockups**



