GAME DESIGN DOCUMENT

GAME WALLPAPER OR ICON

New War

Terror From Space

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Game Analysis

New War:Terror From Space is a game which drives it's inspiration from games like XCOM ,but doesn't feature random elements like RNG. It also has a unique alternative history setting with a different kind of gameplay from XCOM or games that are like XCOM.

Mission Statement

New War:Terror From Space is an alternative history top down RTS war game for PC platforms. Set near the end of WW2 during a massive alien invasion a squad of 4 soldiers from 4 different countries set themselves for an impossible mission to stop the alien invasion and uncover the ultimate alien agenda.

Genre

RTS(real time strategy game)
Singleplayer
Top Down
Violence
War
Aliens
World War 2
Alternate history

Platforms

PC:
- Windows(7-10)
- Mac
- Linux

Target Audience

New War:Terror From Space primary target audience are fans of RTS games as they enjoy the think fast type of strategy games. Secondary target audience are fans of WW2 genre and fans of alternative history genre. Both fanbases will enjoy the historically accurate,but very different kind of approach to World War 2. Third and the final target audience are fans of the XCOM series because New War:Terror From Space features an alien invasion with a different kind of gameplay. New War:Terror From Space is also a singleplayer only game which is what all three target audiences will enjoy. The target audience age is 14 – 45 as there are some mentions of darker events of WW2.

Storyline & Characters

The year is 1945. The allies have successfully landed in Normandy and liberated France. The Soviets have pushed back the German Reich back to Berlin. The end of the Third Reich is near as the allies on the west side and the Soviets on the east side start pushing harder towards Berlin.

However out of nowhere a giant unknown flying object comes from of the skies and starts sending smaller unknown flying objects all over the world. Destruction and chaos follows as the objects start destroying everything in their way.
Cities are destroyed,people are killed and the objects start abducting civilians and soldiers for an unknown purpose.

As the armies of the world try to fight off the alien horde on the ground 4 soldiers from 4 different countries hide in a castle. They realize that the only way to fight off the threat is to join forces. Together they form a resistance movement against the aliens and start planning on how they will stop the invasion.

However they soon realize that one of them was followed. The alien troops start attacking the castle and the soldiers have no other choice ,but to fight back. It's completely useless and they are running out of ammo. The soldiers decide to retreat from the battle and hide in a distant village.

The team soon learn something that they did not expect. All the nations of the world surrendered to the aliens. Without any sort of nation willing to fight the aliens their mission will be impossible.

But they are not going to just give up their mission. They are going to uncover the aliens agenda, destroy their mothership and send them back to their worlds no matter how difficult and insane it may seem. They are ready to die if that means that the world will be saved.

Character	Description	Characteristics	Misc. Info
Group Captain Toby Williams	Playable character. Resistance leader because he is the highest rank among the 4. Toby enlisted in the Royal Australian Air Force right when the war started. He quickly climbed through the ranks and has over 500 confirmed downed Axis air planes. Participated in all Allies campaigns including the landing in Normandy. When his squadron were attacked during the alien invasion only he survived.	Personality: Toby Williams is a serious fellow who is ready to die for his country. He is always the first one in the battle despite his rather high and important rank. He is also a very good leader as his RAAF squadron were one of the Australians best before they got shot down. He still boasts about how his squadron is one of the best. Character abilities: Rally troops – makes all 4 member immune to panic for 30 seconds Brave – immune to all kinds of panic attacks Fire SMG – can shoot his STEN smg	Always wears a boonie hat.
Obersoldat Erik Klimt	Playable character. Erik is an Austrian forced to fight for the Wehrmacht due to his families German heritage. He does not like the Nazi Party because they occupied his home country by force. A sniper in the Wehrmacht. He ran away when his squad were attacked by the aliens.	Personality: Erik Klimt is usually down to Earth and mostly quiet unless it's about talking badly about the Nazis. Is super defensive when accused of being a Nazi. Has a secret he does not want to reveal. Character abilities: Sharpshooter – has an extended line of sight range Deadly accurate – almost never misses. Fire sniper – can shoot his KAR-98 sniper rifle	Wears an eye patch on his left eye

Private Victya Nikolayavich Sorokin	Playable character. Victya was born in the Soviet Union in 1924 as an only son of a poor farmer family. When he turned 18 the battle of Stalingrad happened and he was forced to join the war as a conscript. He made quick work of the nazis and became a machine gunner for the soviet union.	Personality: Abused as a child Victya is a cynical person when he is not drunk thinking that everyone other than him is wrong and never accepts other people's opinion. When he is drunk he is a funny and happy ,but otherwise very trigger happy Russian. He has a strong dislike for Nazis ,but he actually likes Erik because they both hate the exact same thing. Character abilities: Fire MG – fires his MG Drink Vodka – gets drunk giving him a buff to his fire rate and speed. Also becomes immune to any kind of panic attacks Throw grenade – throws a grenade	None.
Private Joseph Miller	Playable character Joseph Miller is an US soldier conscripted when Pearl Harbor happened to fight on the European side. He was one of the soldiers who landed in Normandy and witnessed the true terror of war.	Personality: Used to be brave until the landing of Normandy he is now a coward who is easily panicked than anyone else on his squad. Always scared of the unknown. Character abilities: Fire rifle- fires his M1 garand Fire Bazooka – fires his bazooka Coward – is easily panicked	None

Gameplay

Overview of Gameplay

New War is an RTS played from a third person perspective. Similar to XCOM you control a group of soldiers individually and position them around a map. Like in XCOM the enemies(aliens) start of not moving until a soldier enters their line of sight in which case they become active. What's different from XCOM is the fact that there is no RNG and the fact that New War is an RTS rather than a turn based strategy game. That means that the player will have to think on their toes awarding strategy and tactical thinking without random number generators telling you if a soldier hit or missed an enemy. Line of sight is extremely important in this game and the player will have to position the soldiers in a way where they can see the enemy ,but the enemy can't see them.

Key features:
- No RNG,everything is fair – no random number generators to tell you if you actually won an encounter with an enemy. How you will be punished or rewarded depends on how you actually play the game.
- Tactical Pause – Pause the game to think about your next move.
- Story rich missions – at the start of a mission and at the end of the mission you will see a dialogue screen telling you the current situation of the game's protagonists.

Player Experience

When you first open the game you will be greeted by a menu where you will have the following options:
- Play game
- Continue – if you already have a save file you can continue playing the game.
- Options – configure video and audio settings
- Quit – quits the game.

When you click Play game you will be greeted with a difficulty select screen. After that you will be greeted by a level selector. You can choose which level you want to play how many times you want ,but you first need to complete a level in order to unlock the next one.

When you enter and finish a level you will be greeted by a dialogue screen where the story continues. The dialogue screen will tell the player how , why , what is the player supposed to do ,what is the objective and some general banter talk between the soldiers.

In the level you will find a large map covered with a fog of war where you can position your soldiers any way you want.

When you select a soldier you will see an UI display with their abilities,name and misc info such as current ammo and if they need to reload.

Gameplay Guidelines

Everything is allowed however Nazi symbols and so on must only be present in one level and they must not be everywhere. Dark events of the WW2 must only be briefly mentioned in the dialogue screen.

Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

Rewards	Penalties	Difficulty Levels
Unlock level – unlocks the next level by completing the current level Unlock Permadeath mode – unlocks the Permadeath mode by completing the story once Unlock Major General mode – unlocks the Major General difficulty mode by completing the story on Sergeant or higher	All soldiers die/ are critically wounded – fails the mission Soldier dies/ is critically wounded – panics the current soldiers and degrades the current grade of the level Soldier panics – will decrease their accuracy for 2 minutes	Private – Easy Specialist – Normal Sergeant – Hard Major – Impossible Major General - Deathwish

Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.
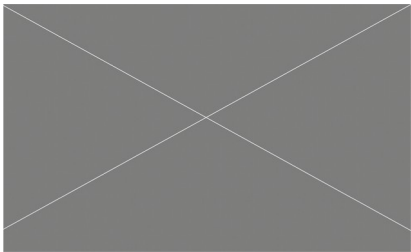
Character Attributes	
Character	**Movement Abilities / Actions Available**
All characters	Fire weapon(automatic) – fires weapon automatically at the first enemy they see in their Line of Sight Fire weapon(manual) – right clicking on an enemy in the Line of Sight to tell him to shoot that enemy

	Reload(automatic) – reloads when there is no more ammo in the weapon Reload(manual) – Pressing the reload icon will tell the soldier to reload weapon
Toby Williams	Brave – passive. Immune to panic attacks. Rally the troops – activate the ability to make everyone immune to panic for 30 seconds
Erik Klimt	Sharpshooter – passive. Has an extended Line of Sight of about 50% Deadly accurate – passive. Almost never misses
Victya Sorokin	Throw grenade – Press and point to throw a grenade Drink Vodka – Press to become immune to panic for 30 seconds and increase the rate of fire by 50%
Joseph Miller	Fire Bazooka – Press and point to fire a bazooka Coward – passive. Has a higher chance to panic and the effects of panic are increased by 20%
Game Modes	
Private	All enemies have decreased Line of Sight, decreased accuracy and decreased health by 50% All enemies have longer cooldowns on abilities by 50%
Specialist	No changes to enemies
Sergeant	All enemies have increased health and accuracy by 30%
Major	All enemies have increased health and accuracy by 40% All enemies have increased Line of Sight by 20%
Major General	All enemies have increased health,accuracy,Line of Sight and ability cooldown by 50%

Permadeath	When soldiers get critically wounded they won't come back for the next level
Scoring System	
Points/Coins/Stars/Grades/Etc.	**How it's Awarded & Benefits**
Grade S	No soldiers wounded or killed
Grade A	Atleast 1 soldier wounded
Grade B	Atleast 2 soldiers wounded
Grade C	Atleast 3 soldiers wounded and 1 soldier dead
Grade D	All alive soldiers wounded and 2 soldiers dead
Grade F	All soldiers dead – fails the level

Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

Levels	
Castle	Castle is a tutorial level. It's a castle with too much cover for the soldiers to hide behind. No cover for enemies. The player will encounter only 3 basic enemies. Objective is to kill all enemies in the area

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Ruins of Berlin	Destroyed Berlin with plenty of cover for the enemy and the soldiers to hide behind. The player will encounter 6 basic enemies. The objective is too kill all the enemies in the area
Village in Poland	A small village with little cover. The player will encounter a new enemy in this level as well as 5 basic enemies. The objective is too secure the area by killing all the enemies
Radio tower	A radio tower near a city. Plenty of cover for both the enemies and the soldiers. The player will encounter 9 enemies by default. When activating the first objective the player will spawn in 3 more enemies at the edge of the map. The objective is to turn on the radio tower and to secure the area by killing all the enemies
Warsaw	Destroyed Warsaw that has plenty of cover. The player will encounter the first advanced front line enemy in this level. A gigantic alien mortal tank is destroying the nearby bases with the said enemy protecting the tank. Boss fight – the enemy will have increased health Objective is to plant satchel charges on the tank and the kill the boss enemy

???	???

Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

Button/ Touch Input	Action it Performs
W	Move the camera forwards
S	Move the camera backwards
A	Move the camera left
D	Move the camera right
Q	Rotate the camera left
E	Rotate the camera right
Left mouse click on unit	Select unit
Right mouse click while a unit is selected	Move unit
Right mouse click on the enemy while a unit is selected	Tells the unit to attack the said enemy
Numbers 1-5	Use abilities from 1- 5
ESC	Pause
Space	Tactical pause

Game Aesthetics & User Interface

The game will be low poly with darker colors to make the player feel like the world around the game is falling apart.
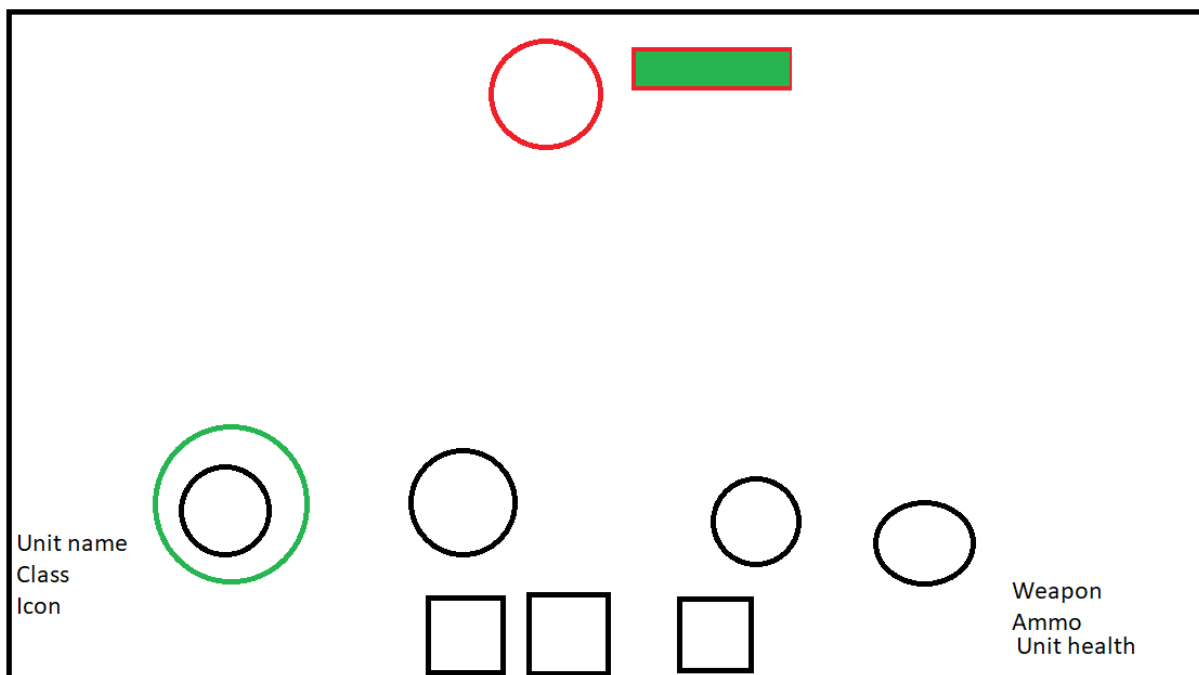
The UI will tell the player the name,class,abilities,weapon info,status effects and unit health of the unit they have selected. On the unit there will be a green outline that will tell the player which unit is currently selected. The player will also be able to see the enemies health.

Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Storyline	Anton Rajković	?	?	0 %
Level Mechanics	Anton Rajković	?	?	0 %
Art	?			0 %
Level art	?	?	?	0 %
Special FX	Anton Rajković	?	?	0 %
UI	?	?	?	0%
Engineering	Anton Rajković	?	?	0%
Production Pipeline	Anton Rajković	?	?	0%
Prototypes	Anton Rajković	?	?	0%
Audio	Anton Rajković	?	?	0%
Sound Design	Anton Rajković	?	?	0%
Milestone: Game Play Features & Music	Anton Rajković	?	?	0%
Testing Phase				
Test Plan	?	?	?	0%
Beta Testing	?	?	?	0%
Milestone: QA Testing	?	?	?	0%
Deploying Phase				
"Go Live" Plans	?	?	?	0%
Milestone: Ready for Usage	?	?	?	0%