UTOPIA
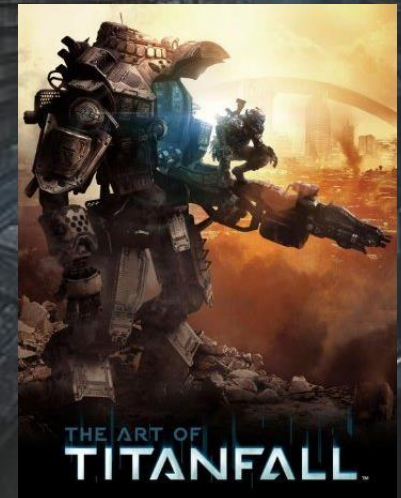
OVERVIEW

Gameplay References

- Battlefield 4

- Counter-Strike 1.6

- Mirror's Edge

- Titanfall

Player Movements

- Basic movements
- Crouching
- Sprinting
- Wall running
- Climbing
- Slide to cover
- Taking cover
- Obstacles vaulting

Player Interactions

- Special abilities / Skills
- Interactions with players
- Healing
- Giving orders
- Interactions with environment

Weapon Mechanics

- Firing
- Aiming
- Reloading
- Switching
- Weapon stats
- Melee

Game Mechanics

- XP feature

- Economy system

- Exploration

- Objectives

- Physics

- Actions

- Saving / Checkpoints

3 Game Modes – 3 Areas

- Team Deathmatch
- Capture The Flag
- Control Point

UTOPIA

Team Deathmatch
- Fast Paced Gameplay
- Maximum Number of Players
- Average game time
- Overall Map Size
- Difficulty Scale
- Player's Progression

UTOPIA

Capture The Flag

- Fast Paced / Strategy Gameplay
- Maximum Number of Players
- Average game time
- Overall Map Size
- Difficulty Scale
- Player's Progression

UTOPIA

OVERVIEW

Control Point

- Heavy Teamwork Gameplay
- Maximum Number of Players
- Average game time
- Overall Map Size
- Difficulty Scale
- Player's Progression

UTOPIA

SETUP

Trademarks

- Destroyed big city
- Streets ongoing wars
- Detailed overall landscape

Background Story

Factions

- Hossuun
- Global Defense Force (GDF)
- Sons of Icarus (SoI)

Player's Involvement

UTOPIA

SUBPARTS

UTOPIA

SUBPARTS

Shopping Mall

- Large open areas
- Several floors
- Gameplay verticality
- Exploration rewards

UTOPIA

Classy Restaurant

- Open space and hallways
- Lots of covers
- Close to middle range combats
- Destructible objects

UTOPIA

SUBPARTS

Hotel
- Hallways and small rooms
- Several floors
- Close range combats
- Exploration rewards

UTOPIA

SUBPARTS

Gas Station
- Large open area and building
- Environmental hazards
- Easy access (vehicles)
- Middle to long range combats

UTOPIA

SUBPARTS

Subway/Tram Stations
- Open areas and hallways
- Quick access to other subparts
- Street level (easy access)
- Environmental hazards

UTOPIA

Bank

- Small rooms and hallways
- Lots of covers
- Exploration rewards
- Security mechanisms

UTOPIA

SUBPARTS

Hospital
- Different room sizes
- Destructible objects
- Exploration rewards
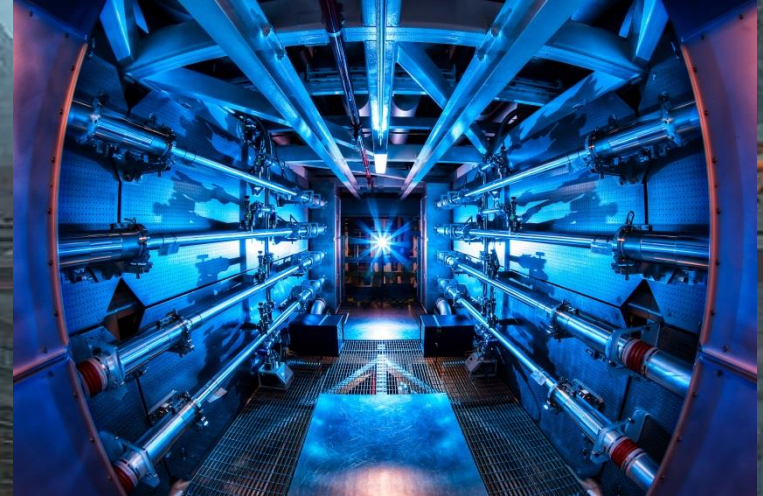- Close to middle range combat

UTOPIA

SUBPARTS

Parking Lot

- Large open spaces
- Destructible objects
- Easy access (vehicles)
- Environmental hazards

UTOPIA

Military Base

- Open spaces and bunkers
- Exploration rewards
- Easy access (vehicles)
- Security mechanisms

UTOPIA

SUBPARTS

NEW CITY HALL BUILDING
Jesus V. Ayala Property, Brgy. Apokon, Tagum City
This landmark is made possible thru the initiative of
Mayor Rey T. Uy and City Officials

City Hall

- City Landmark
- Large areas and hallways
- Close to middle range combat
- Strategic spot

UTOPIA

SUBPARTS

Courtesy of Winnipeg International Airport

Airport
- Large open areas
- Middle to long range combat
- Easy access (vehicles)
- Exploration rewards

UTOPIA

SUBPARTS

Industrial Site
- Large open areas
- Lots of covers
- Easy access (vehicles)
- Environmental hazards

UTOPIA

Streets

- Large open areas
- Exploration rewards
- Easy access (vehicles)
- Environmental hazards

UTOPIA

SUBPARTS

Housing

- Hallways and open areas
- Gameplay verticality
- Exploration rewards
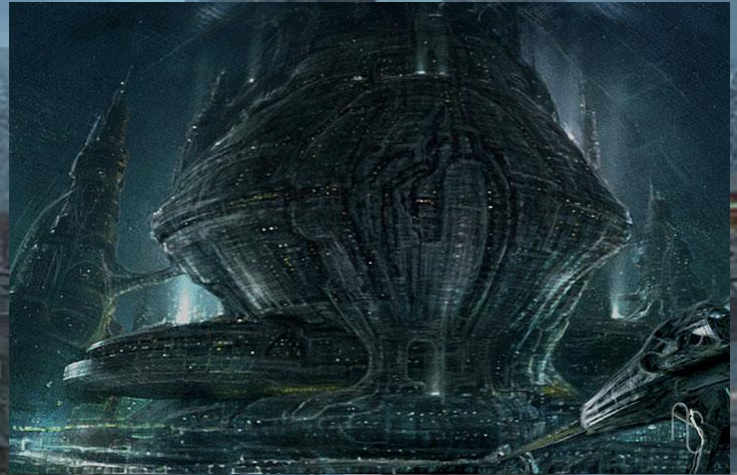- Close to middle combat

UTOPIA

SUBPARTS

Sewers
- Tunnels
- Quick access to other subparts
- Environmental hazards
- Close to middle combat

UTOPIA

Dome

- City limits
- Environmental hazards
- Exploration rewards
- Storyline

UTOPIA