Lock and Load (Working Title)

Game design document

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# Game Design Document

## Introduction

*Lock and Load* is a first-person tactical shooter in which players team up with others to attack or defend an objective. This game is heavily inspired by “Hero shooters” such as Rainbow Six Siege; where each character has a different forte and set of skills/abilities/gadgets. The game will drift away from how firearms are typically simulated in most shooters, and will feature semi-realistic weapon physics, using a framework that is built around customisation and extensibility, paired with a destructible environment and a graphical style that is a midpoint between Minecraft and realism.

## Background

As previously mentioned, this game will take heavy inspiration from Rainbow Six Siege. The world in which this game takes place is one that is in constant turmoil, with terrorist threat an ever-imposing darkness. The game will be developed in the Unity Engine, of which licencing fees are currently $399/seat/year for Unity Plus. Visual Studio will be employed as the IDE for the project.

With regards to existing Unity Packages available on their asset store, all used packages and assets will be referenced as necessary, with their creators credited according to their licence.

The core idea of this game is that play can be different every time, and there’s no one way to win. Destroy walls, shoot up through floors, break down windows. Protect yourself from the assault of the attacking team with traps, intelligence devices and reinforcements, or take to the rafters and hunt the attackers as they try to find the objective. You and the players decide how the game is won or lost.

## Description

*The lights turn on and the canister’s pressure gauges fluctuate some, but never become a concern. HQ radios in: “Protect it at all costs. Do not let them in.” You and your team spring into action; fortifying your precious assets, planting traps for entry denial and planting observation devices to track the attackers as they rush you.*

*Meanwhile, an engine is heard outside. A series of APCs turn up, carrying trained, armed attacking forces. They are prepared to do everything within their power to reclaim the canister. Morality is not a concern. This is a fight for your life, for theirs, and the lives or deaths of thousands.*

*Doors are boarded, windows are blocked, and traps are set. Everyone, inside and out, waits for the first move to be made.*

*Both sides of this conflict believe that they are the good guys; that they are right in doing this. All the while, the canister sits idly by. Ticking.*

*The attackers breach the premises with explosives, and debris flies through the halls, smoke fills the corridors and silence falls once more. Are they dead? Did they take themselves out with their own weapons?*

*A gentle clinking is heard, followed by a flash, an ear-piercing* ***bang****, and the rush of four armed mercenaries. Gunfire, shouts, and more flashbangs, before the attackers retreat for a second approach, with occasional suppressing fire laid upon the defenders. One casualty on either side.*

*The fight continues as the attackers catch one unaware, eliminating them immediately and planting a tracker on the canister. Time is limited, and both sides leap into a frenzy as they dash around the canister to find the tracker, disable it, and eliminate the attacking forces.*

*The tracker is located and must be disabled. However, the attacking forces will not let this go easily. You approach the device and begin the process. Your two remaining allies keep guard, barricading doors once again while setting new traps.*

*Alas, in vain, the attackers burst through the doors. Tripwires detonate entry denial explosives, and your allies wound the remaining attackers. But where’s the third one? Only two were wounded. You know where he is, as you watch your allies fall, and feel a crippling pain yourself. It is over. The opposing force has defeated you, and reclaimed a canister*…

## Key Features

**Partially Destructible Buildings:** For me, demolition and destruction in video games has always been a key thing – something that makes the game feel so much more exciting and alive. *Lock and Load* will feature many destructible surfaces for the players to make or break in the most literal sense. While the attackers’ primary focus may be eliminating defenders or claiming the objective, their secondary focus can be eliminating places for the defenders to hide – thus making their primary goals more interesting. The defenders, on the other hand, will be able to fortify any walls that are destructible, as well as destroying others to allow new opportunities to attack.

**Realistic Physics:** In the way any object moves, it is affected by physics. Players will have to account for gravity, obstructions and the like in order to effectively neutralise targets with their weapons. Not only this, but bullets will also be able to penetrate certain objects based on their calibre, the weapon and the surface being hit. Explosions will be highly performant while not losing their destructive capabilities and will be incredibly versatile in their uses, as explosions vary in size and power.

**Operators:** Players will be able to choose from a set of characters, each possessing a different loadout geared for different situations or styles of play. As with Rainbow Six Siege, more operators will be added over time to create a more diverse playstyle on both sides of the conflict. In addition to this, each operator will have a unique gadget or ability. This does not give them certain victory but gives that player or team an edge that may be hard to combat without counters.

## Genre

*Lock and Load* is intended to be a first-person strategic shooter, combining the fast-paced combat elements of most FPS games with a thought process and a plan for victory if the players so choose. It will contain firearms and devices from most walks of modern history with weapons ranging from archaic American Rifle, the M1 Garand (The US Army’s rifle of choice in the Second World War), through to modern rifles like the SIG Sauer MCX and the AR15, and towards sci-fi and fictional weapons that lay just above feasibility.

## Platform

Initial release will be on PC and may also include a console release in future on Microsoft and Sony consoles, as well as Nintendo consoles if one suitable is found. The intention of this game is for it to be played online,

## Concept Art (Optional)

A little bit of art helps sell the idea and puts the readers in the right frame of mind. Use art to convey unique or complex ideas. Screen mock-ups go a long way to express your vision. Art for the game concept may be beyond most employees' capabilities, so requiring it would limit the number of submissions; thus, it is optional. If a concept has merit, the art can come later from a skilled resource. Often art from previous projects or off of the Internet will jazz up a document. Just be careful with any copyrighted material.