# Soldiers Game

## Specs:

**Camera type**: 3rd person.

**Platform**: mobile.

**Game** **type**: Shooter.

**Art type:** cartoon, 3D , and gore. reference: Conker's Bad Fur Day.

Description

A third person game with multiplayer capabilities, singleplayer story and in-game purchases.

* Infiltrate your enemy's base.
* Kill enemies by using weapons or setting up traps.
* Gear up to expand the ways of killing your enemies or setting even more complex traps.

## Single Player

Story mode

Where you are a soldier and tries to **complete each stage without getting killed**, to complete each stage the player have to infiltrate the zones and **reach a target point** **or** **complete a task** (mision) given on each stage, to reach the area the player can **infiltrate areas by being undetected** or **clear areas by killing soldiers**.

### Skirmish

#### Deathmatch

Each player spawns at a random place, be the only one alive to win the round.

#### Team Deathmatch

Each team spawns at a random place, the team who's players gets killed lose the round, until there is only one team alive.

#### Survival

Each player have to survive whatever happens in the environment for an amount of time.

#### Capture the flag

Players are teamed up in two teams. The teams face each other killing and infiltrating the other one's base. The team who gets the flag of the other team and returns it to his base wins the round.

#### Domination

Players are teamed up in two teams, each team have to control checkpoints on the map by staying near them each checkpoint generates "powerpoints" the team who gets the target points wins the game.

## Multiplayer

The game connects with players in the same LAN, and the player who serves the game will select the type and rules of the game. the types of games are the same as in singleplayer skirmish.

## Gameplay

### Controllers

The main controllers are divided in left hand side and right hand side of the control.

#### LeftHand Side

On this side is the **player movement joystick** in the bottom, and **pause or menu button** on the top.

##### Pause / Menu Button

With this button the player pauses the game and showing the **pause menu.**

##### Player Movement Joystick

With this joystick the player controls the position of the character by moving it forward, backwards, turning right and left. if the player is **Aiming** instead of turning around the character will strafe.

#### RightHand Side

There are two main buttons here **Action**, **Shoot**.

##### Action Button

This button will change depending on the situation the player is such as (**Jump, Activate, Set,** **Open, Close, Use, Look**).

##### Shoot

As this button implies this button is mainly for shooting but it can get some modifications depending on the weapon in hand such as (**Aim,Throw,Switch Mode**).