

[OP OBLIT HOME](#)

The making of a war: The Operation Obliteration series

Introduction-

Our purpose is to document the development of Operation Obliteration 1 & 2, highlighting level design decisions, technical challenges, problem-solving approaches, and the practical lessons learned from taking complex ideas to a finished, working product that is selling on Steam.



The making of a modern Retro FPS War machine:

It started out as an experiment—born out of frustration with modern AAA design. It's Endless cutscenes, glowing objectives, constant hand-holding, and systems designed to protect feelings instead of test skill. War does not provide safe spaces: you do not recover from gunshot wounds by crouching behind cover. We wanted something harsher, more disciplined, more honest and decided to make our own. Any game claiming to let you “relive battles” or calling itself a “war simulator” is dishonest marketing. War is long stretches of boredom, fatigue, disease, and fear, interrupted by moments of extreme violence. It is inefficient, brutal, chaotic and permanent. That is the cold, hard reality. We aimed to capture the spirit of that reality: ambushes, pressure, uncertainty, and no-win situations without artificial protection. You are placed into hostile conditions and are expected to adapt or die. The enemy can be defeated. Every level can be cleared. But only if you act correctly and mistakes will be punished. Death will be your greatest teacher: the greater the challenge, the greater the victory. You will earn that victory—if you don't do anything stupid!

How the videogame sausage is truly made:

Many games hide bad design behind difficulty curves. They build one level that is impossible to win, which effectively prevents access to all the other levels. Players don't advance; they quit. Mission accomplished—for the wrong side: the side of greedy cowards, without honor.

We build levels that are both accessible and brutal: No excuses, no scams, just traditional retro FPS action: kill or be killed.

Our War Room game launcher lets you play every level we have, with nothing locked! Links to Operation Obliteration II on the right. On the left: Operation Obliteration.

The game is made to be played in sequential order, but you are not forced into it, you can save any level at any time! You pick the mission and deploy: All levels unlocked!



Operation Obliteration 2: The Demo

The internet is drowning in low-effort games. Asset flips. Shovelware. Mass-produced junk is pushed out as fast as possible in the hope that *something* sticks and makes them a buck. There's one thing these games almost always avoid: a free demo. Why? Because the moment players try them, the illusion collapses. If the game's a steaming pile of steer excrement, nobody's buying it. We do the opposite. We offer a free demo on purpose—not to hide behind marketing, but to stand out from the noise.

If our game holds up, the demo will prove it, and it does!

Our demo opens with a clear, no-nonsense warning: **get to the shooting range and get some guns.** This is not flavor text. This is survival advice. Ignore it and the game will correct you—violently.

When you reach the range, you'll find something most games would never dare to show up front: **every weapon in the game**, laid out on a table, ready for inspection. No loot boxes. No mystery grind. Pick them up. Fire them. Learn how they behave. Just remember—you only have **nine inventory slots**, so choices matter. You can't carry everything, and bad loadouts have consequences. Grab grenades. Seriously.



Nearby is the shooting gallery. It's wired with high explosives and packed with Nazi pig targets designed to react in loud, messy, deeply satisfying ways. You'll also notice captured prisoners present. What you do with that situation is entirely up to you. We give you the tools, not a morality lecture.

At some point—without ceremony and without warning—you'll encounter a squad of fascist zombies attempting to eat your face. Let's be very clear: **this is not a zombie horror game**. Zombies appear only in the demo and in Level 4 of *Operation Obliteration 2*. Think of them as a stress test, not a genre shift. War gets strange. Deal with it.

As the demo continues, additional “friends” will arrive to join the fun. They're aggressive. They're persistent. They expect you to be prepared. Don't disappoint them.

What you're playing is not a tutorial in the modern, padded sense. It's a live-fire exercise—a small but honest slice of our unhinged WWII universe. The world does not pause for you. Triggers stack. Timers run. Escalation is inevitable. Just like real combat, the situation evolves whether you're ready or not.



Every level in the game **can** be beaten. You are always given the means to defeat every enemy. The catch is that the solution isn't labeled, highlighted, or spoon-fed. Observation matters. Experimentation matters. Pattern recognition matters.

You will die. Often. That's not failure—it's instruction. Each death teaches you something the UI never will. What triggered what. What you ignored. What you should have prepared for five minutes earlier.

This demo exists for one reason: to prove the game stands on its own. No smoke. No mirrors. No cinematic excuses. If you survive it, you'll understand exactly what kind of game this is—and whether you're ready for the rest of the war.

Players are given flexible tools and multiple approaches to combat, encouraging adaptability rather than a single correct path. Systems are designed to interact dynamically, creating encounters that feel unpredictable while remaining fair. Levels are constructed to reward observation and problem-solving, with challenges that can be overcome through preparation, positioning, and smart use of resources.

The project draws inspiration from classic first-person shooters, prioritizing responsive controls, readable environments, and gameplay-driven tension. The result is a focused, systems-driven experience that values player skill, discovery, and replayability. No hand-holding. No gimmicks. Just systems built to be learned, consequences that matter, and choices that stick.

The demo doesn't pitch, exaggerate, or disguise anything—it simply shows the game as it is. If it works, you'll know. If it doesn't, we didn't waste your time: What you see is what you get.

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