

## [OP OBLIT HOME](#)



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## **Oblit Gamewerks Inc. — Studio Overview**

Gamewerks is an independent game development studio focused on building old-school first-person shooters using modern Unity-based systems. The studio approaches game design as a technical discipline, where gameplay emerges from clearly defined systems rather than scripted spectacle.

Projects are developed around modular architectures in which combat, AI, HUD, and scripted events function as interconnected components of a unified framework. This approach allows features to scale without destabilizing core gameplay while preserving mechanical clarity.

Unlike conventional progression models, all levels are unlocked by default. This design choice prioritizes player agency, experimentation, and system mastery over artificial content gating. Difficulty arises from interaction with game systems and player decision-making, not from restricted access due to difficulty gates that prevent players from advancing. Any level can be played at any time.

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## **Design Philosophy**

Oblit Gamewerks Inc. combines traditional FPS design principles with modern system engineering. Gameplay is fast, readable, and mechanically honest. Levels are designed to encourage exploration and experimentation while maintaining structured encounter logic.

Core design priorities include fair-but-demanding difficulty, strong visual and HUD feedback, deterministic system behavior, and minimal reliance on scripted hand-holding. Features are not added for spectacle but for functional impact on gameplay.

Rather than isolating mechanics, all systems are designed to reinforce each other, ensuring that combat, AI behavior, and player feedback operate as a coherent whole.

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## Technical Framework

Development is conducted in Unity using a modular, system-oriented architecture designed for scalability and long-term maintainability. Core gameplay systems are implemented as independent modules connected through event-driven communication and data-driven configuration.

Key technical components include modular combat logic, AI encounter orchestration driven by trigger and zone systems, deterministic scripted event chains, and an event-driven HUD pipeline optimized for low-latency feedback.

This framework enables rapid iteration, controlled system interaction, and future expansion without requiring structural redesign of existing gameplay systems.

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## Signature System: Medical Injector Framework

A distinctive gameplay layer under development is the medical injector system, which introduces pharmacology-based mechanics into FPS combat. It will be introduced in Op Oblit 3, the pharm war.

Injectors provide timed performance enhancements while generating side effects that must be actively managed by the player. This creates a strategic layer where combat effectiveness is balanced against physiological and psychological instability.

The injector system is integrated with combat logic and HUD telemetry, allowing effects to stack, interact across systems, and remain visible to the player in real time. Designed as an extensible subsystem, it can be expanded with additional injectors, interaction rules, and physiological variables without altering the core FPS architecture.



## Projects

**Operation Obliteration I** established the foundational mechanics and design language of the series.

**Operation Obliteration II** expanded system complexity, encounter density, and scripted event logic.

**Operation Obliteration III** represents the technical consolidation of the series, built on a modern Unity-based FPS framework with fully modular architecture and integrated systemic gameplay layers.

## Studio Focus

Oblit Gameworks specializes in FPS system design, modular Unity frameworks, level architecture, HUD engineering, and systemic gameplay mechanics. The studio prioritizes mechanical clarity, architectural scalability, and meaningful player agency over trend-driven design.

Oblit Gameworks develops FPS games built on clear systems, modular architecture, and player agency. Levels are open, mechanics are transparent, and difficulty emerges from interaction with the rules, not from artificial restrictions. The studio's goal is simple: build shooters that are technically sound, mechanically honest, and worth mastering.

## Links

Website: <https://oblitgamewerks.github.io/OB/>

Steam: [https://store.steampowered.com/app/4257370/Operation\\_Obliteration\\_2/](https://store.steampowered.com/app/4257370/Operation_Obliteration_2/)

Demo: <https://operationobliteration.itch.io/> also on steam

Contact: [oblitgamewerks@mail.com](mailto:oblitgamewerks@mail.com)



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