

Operation Obliteration Series — Press Kit

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Genre: First-Person Shooter (FPS)

Platform: Windows PC

Engine: Legacy engines and Unity

Developer: Oblit Gamewerks Inc.

Promotional graphics download: [zip.zip](#)

The Operation Obliteration series is a three-part FPS project built on Unity-based framework and earlier legacy engines. It combines classic shooter design with modern modular systems and technical architecture.

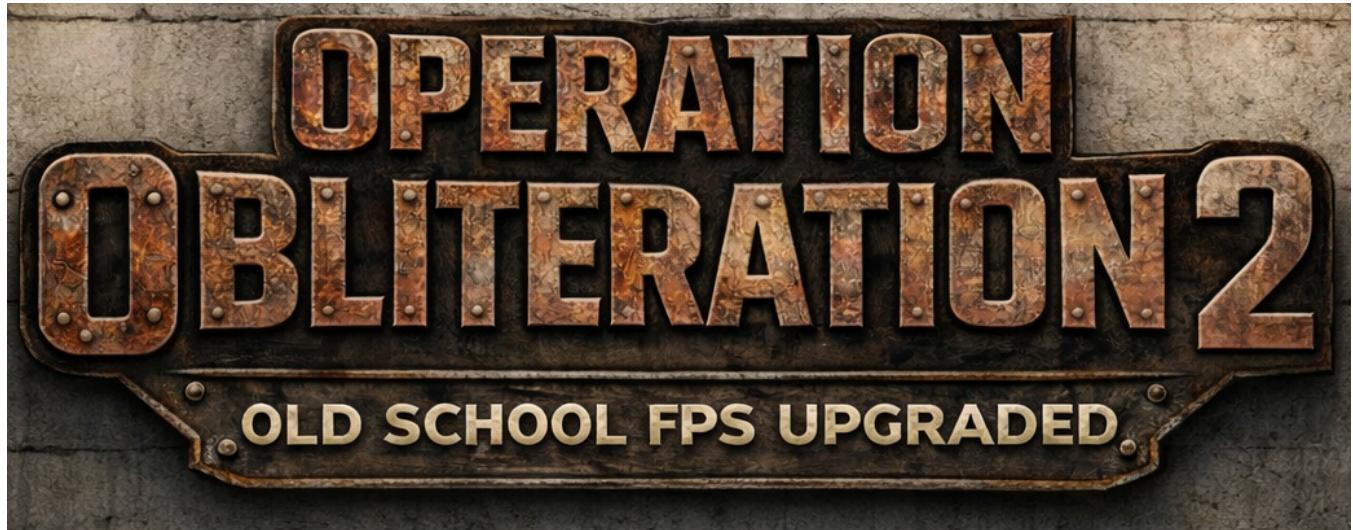


Operation Obliteration I

Role in Series: Core framework foundation.

Overview

The first title establishes the baseline FPS architecture, including weapon systems, enemy logic, HUD design, and level flow. It focuses on classic shooter mechanics, clear feedback, and deterministic combat behavior. It is built on a legacy engine.



Operation Obliteration II

Role in Series: System expansion.

Overview

The second title expands the core framework with advanced event-driven level design, layered enemy escalation, environmental hazards, and refined combat feedback systems.

Gamewerks Inc. set out to revive an extinct breed of First Person shooter/boomer. Operation Obliteration 2 was built on a severely modified legacy engine *by design*. It's hard, unforgiving, and often unpredictable—and that's exactly the point. Old game engines have a raw, chaotic energy that modern mathematically perfect engines, like Unity, must fake. The result is rougher visuals, sharper behavior, and gameplay that feels retro and dangerous again.

The project features a fully custom UI and HUD, designed to provide clear, functional player feedback without reliance on engine-default interfaces. Custom Interface elements were created to support high-pressure combat scenarios and maintain readability without visual clutter. Enemy behavior is driven by custom enemy scripting, with AI logic tailored to support ambushes & controlled escalation.

Level progression and combat flow are managed through scripting, including triggers, enemy activation, event sequencing. Each level features audio selected to specifically match game tone and pacing. The soundscape actively shapes tension, mood, and player behavior



Operation Obliteration III

Role in Series: Technical culmination built on a modern Unity-based FPS framework.

Technical Focus

Operation Obliteration III is being developed in Unity using a modular architecture designed for performance, scalability, and clear separation of gameplay systems.

- Modular gameplay systems for combat, AI, HUD, events, and player mechanics
- AI encounters controlled by triggers, timers, and zone-based logic
- Scripted event chains optimized for real-time gameplay
- Medical injector system where timed pharmacological effects modify player attributes and generate systemic side effects
- Optimized HUD and feedback pipeline for fast, readable combat information

Design Goal

To deliver a modern Unity-based FPS in which level design, AI behavior, player physiology, and feedback systems operate as a single coherent framework rather than isolated features. Duplicating the raw, chaotic action of legacy software, using the modern Unity engine.

Core Design Philosophy (Series-Level)

The Operation Obliteration series treats FPS development as a systems-engineering problem rather than a cinematic experience. The focus is on mechanical transparency, deterministic behavior, and player comprehension under pressure. We despise cut scenes and any other design feature that stops the player from the action and design our games accordingly.

About the Developer

Oblit Gamewerks Inc. is an independent game development studio focused on system-driven shooter design and modular gameplay architecture inspired by classic FPS principles. We specialize in Old school shooters/boomers(FPS) with a WW2 theme.

Links

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

Steam: https://store.steampowered.com/app/4257370/Operation_Obliteration_2/

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

Contact: oblitgamewerks@mail.com

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