CAPTURE THE FLAG

Trailer:

Concept

Capture the Flag involves two teams, each with a flag in his or her respective Base.

Capture the Flag is a objective-based competitive game where each team need a good strategy, synergy and mechanics in order to win. Each team must play wisely and cooperate with each of the team members to score point.

The game is a Bo3 (Best Of Three) style and a team must take 2 maps out of 3.

Gameplay

Overview

In order for a team to score, they must pick up the flag from the enemy base, and subsequently return it to their own base. Your own team flag must be at base in order to capture the enemy flag and score a point.

CTF (Capture The Flag) match is a Bo3 style, Each match between two team consist of 3 different maps. For a team to win they must win 2 out of 3 maps.

Team wins a map when they capture the enemy team 5 time.

Each team start at their base next to their Flag. Team can eliminate their opponents using one of different types of weapon, each with his positive and negative stats.

Player Objective

- Kill opponents
- Capture enemy flag
- Defend own team flag
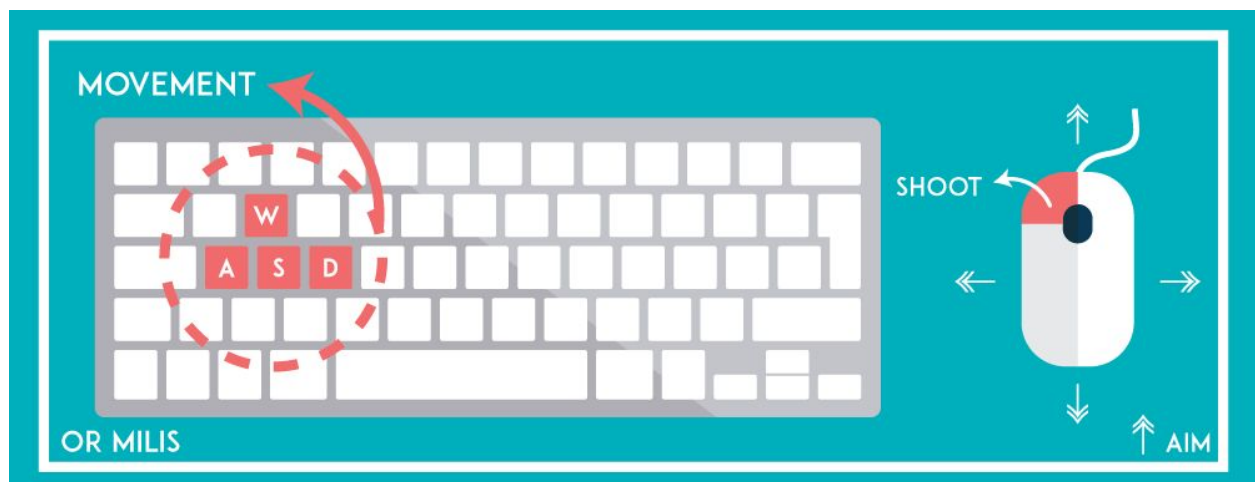- Win 2 maps out of 3

Core Gameplay Mechanics

- **Player Mechanics**
    - Run
    - Aim
    - Shoot
    - Take health packs
    - Grab / Capture / Retrieve Flag
- **AI Mechanics**
    - Run
    - Mark enemy in FOV
    - Trace flag taker
    - Defend flag take of their team
    - Aim
    - Shoot
    - Take health packs
    - Grab / Capture / Retrieve Flag

Camera

The game is 3D Isometric top-down shooter. Camera follow player (can't see all map at given time) + a minimap with bigger FOV.
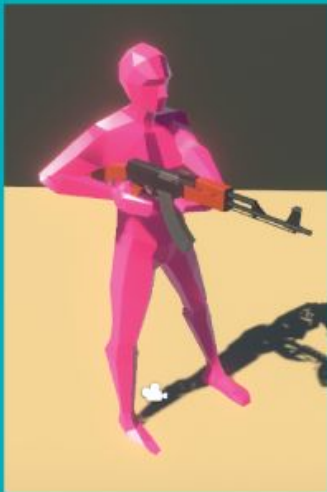
Controls

Characters

Scenes

Different scene. Different Map. Each scene got it's own unique map, Objective stays the same capture the flag, win the map, win the match and fulfill Jeff dream.

Next scene. Next Map. Go win your dream Jeff !