

# **Lethal Havoc**

**"Fight or Defend, Blood or Death, Welcome to the Battlefield"**

**Version 1.00  
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**M3GA Studios LLC.  
Game Design Document**

**PROPRIETARY DOCUMENT**

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# 1. Introduction

## 1.1. Key Points

Lethal Havoc is looking for a 2025 fiscal year release. There will be prior opportunities for players to engage in private and public playtests periods. It is set to release on PlayStation 5 and Xbox Series X|S consoles and be available on PC. The game is intended to target teen and adults and expect to see an overall higher demographic in teens rather than adults.

## 1.2. Goals and Objectives

The overall purpose of the game is to bring a different online shooter game to the game space that has a special feel. The game will hold traditional values to the aspects of the first person and third person shooter. The overall objective to test the market in different ways of seeing what the players want to see in a fun online shooter game.

# 2. Game Overview

## 2.1. Game Concept

A game set where the world has turned against each other, it is Coalition Vs. Opposition. The battle for the right of humanity is on, and Europe has invaded North & South America as NATO fell apart and the United Nations quickly fell apart. The newly formed ACA (American Continent Alliance) must fight Europe. The game will end with both the ACA and Europe entering an Agreement to reform NATO and rebuild the United Nations.

## 2.2. Game Target

The game is set to target the teen and adult demographic.

## 2.3. Game Flow Summary

Player progression will be handled in different ways depending on what game mode is being played within the game. If the game ends up having a post-launch offline campaign that does not follow online, then progression would be handled differently. However, the player will move through the game fighting in game modes based on the current development on the story. In example, If the story is at where you takeover a base, then a new map would be that base and would play into the game flow.

## 2.4. Look and Feel

The game is set to be realistic-fiction game. The style of play will be like other online shooter games that would be easy to pick up and play. The game will maintain a simple visual style as we look to maintain a war feeling to the game that would be easily recognizable.

## 3. Gameplay

### 3.1. Objectives

The overall objective is to defend is for the American Continent Alliance to fight off the invasion of Europe. The minor objectives that occur within the main objective is to defend your base and make an intrusion into the enemy's base.

### 3.2. Game Progression

Game Progression would be joining in the online game modes and your performance will help you progress. It will help with getting better weapons, experience points, and will lead to the user receiving rewards.

### 3.3. Missions and Challenges

There will be given missions and challenges per each progression update. It will give additional tasks to complete in game. It will also results in the player progressing a better understanding in the story by completing those missions and challenges.

## 4. Mechanics

### 4.1. Physics

The game will follow realistic physics.

### 4.2. Economy

The game will have its own economy with its currency planned name of "Lithium". The players will also be able to use XP to progress and get that currency throughout playing the game and completing missions and challenges. The currency will be used to buy character skins, XP tokens, etc.

### 4.3. Characters

Character interaction will have realistic movement and interaction with other objects in the game.

### 4.4. Objects

Object interactions with characters will be realistic. An example would be characters having weight restrictions if an item is deemed to heavy for that character to carry.

### 4.5. Actions

Characters will have realistic interactions with any thing they can use. The examples of this would be guns, proximity range, and etc.

## 4.6. Combat

Combat will be realistic with the weapons used and death animation. There will be a wide range of weapons available and have their own individual stats that would vary on the gun's real-life performance.

## 5. Story and Narrative

### 5.1. Back story

A game set where the world has turned against each other, it is Coalition Vs. Opposition. The battle for the right of humanity is on, and Europe has invaded North & South America as NATO fell apart and the United Nations quickly fell apart. The newly formed ACA (American Continent Alliance) must fight Europe. The game will end with both the ACA and Europe entering an Agreement to reform NATO and rebuild the United Nations.

### 5.2. Plot Elements

Plot elements would progress as the game moves onto different bases as new elements would be introduced.

### 5.3. Game Story Progression

The progression of the story would be released in updates of which all users will be able to unlock the new part of land. The story will be developed through challenges and missions that the user would be able to compete in online sessions.

### 5.4. Cut scenes

Cut scenes will play a major role in the game. They play a huge role in the game's story progression. There will also be cut scenes used to tell the story when new maps and areas are unlocked.

## 6. Game World

### 6.1. Look and Feel

The game will have a realistic fiction feeling and you would be able to tell your in a scene of war as the clouds seem filled with thick air from the havoc caused within the war. The bases would be depicted as they would be in a real war.

### 6.2. Areas

The game modes used throughout the game would be the different bases of progression as the story advances. There will be a wide range of maps at start and maps introduced throughout the development of the story.