



CQB (Close Quarter Battle)

A 1st Person Close Quarter Battle Simulator

By Sean Aminov

Overview

Genre: First-person tactical simulator

Style: Realistic, methodical, high-stakes

Inspiration: *Door Kickers*, *Ready or Not*, *SWAT 4*

Elevator Pitch:

“A brutal and precise CQB simulator where every movement matters and every mistake has consequences. Practice mission-based room clearing under realistic constraints.”



Swat 4



Key Concepts

1. 1st Person Close Quarter Battle Simulator
2. Multiple Practice rooms going over skills such as room clearing, hostage protection, and search and **destroy**
3. Using tools such as **grenades**, **flashbangs**, and other resources
4. Realistic combat consequences such as blindness from pain, **staggering**, trouble reloading, and even weapon equipment

Example Room
but in 1st person



The Pillars

1. Realism and Consequence

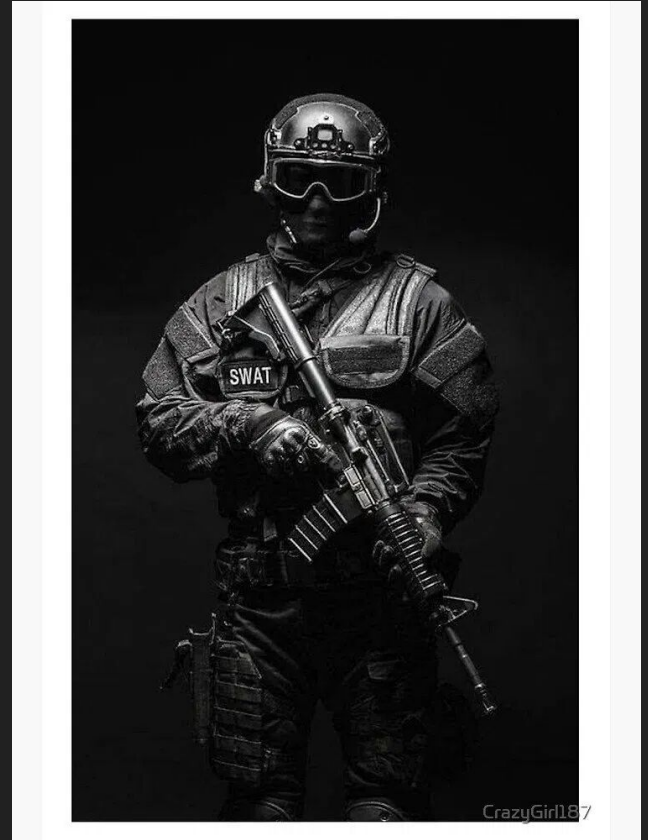
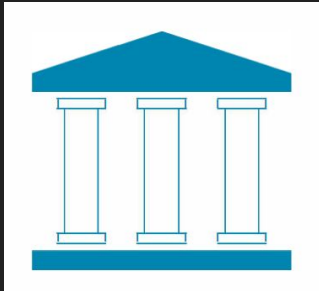
- a. **You get shot!** You stagger, you bleed, your vision gets blurry takes longer to reload.

2. Player **Freedom**

- a. Limited hud, grenades, peaking, **precision**

3. Tactical Progression

- a. New equipment! New Enemies! **Always on your Toes**



Q & A

Sean Aminov

(Email)

“Alright clear the room, GET OUT!” - Ending Phrase