**Tuning Pack Requirements Specification**

for  
  
**PROJECT DEFIANCE**

Version 1.0 Approved  
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# 1. Introduction

## 1.1 Purpose

Project Defiance is a squad-based real-time strategy (RTS) modification for Company of Heroes 2. It is designed to offer a fresh but familiar battlefield experience, preserving the core identity of CoH2 while reimagining its balance, abilities, and overall gameplay flow.  
  
The purpose of this document is to provide a high-level overview of the project in a structured format, defining its scope, goals, design rules, and non-functional requirements. This ensures consistency in both development and presentation, while serving as a reference point for the team.

## 1.2 Scope

Project Defiance explores a 'what if' alternate-history scenario where the Second World War continues into 1946–47, extending the conflict with new military innovations, doctrines, and battlefield conditions.  
  
- Core gameplay remains grounded in CoH2’s squad-based RTS mechanics.  
- Continuity is emphasized — players familiar with CoH2 should transition into Defiance smoothly without relearning the entire game.  
- New content includes units, abilities, and upgrade systems designed for immersion, variety, and strategic depth.  
- Philosophy emphasizes historical plausibility over pure accuracy, maintaining a believable WWII atmosphere without sacrificing gameplay.

## 1.3 Definitions, Acronyms, and Abbreviations

The following terms are specific to Project Defiance and will be defined collaboratively by the team:

|  |  |  |  |
| --- | --- | --- | --- |
| Term | Definition | Type | Alias |
| Vanilla |  | Noun | VCoH |
| Tuning Pack |  | Noun | - |
| RNG |  | Acronym | - |
| Target Size |  | Noun | Received Accuracy |
| Armor |  | Noun | - |
| Penetration |  | Noun | - |
| Criticals |  | Noun | Crits |
| Accuracy |  | Noun | - |
| Accuracy |  | Noun | - |
| Burst Duration |  | Noun | Burst |
| AoE |  | Acronym | - |
| AoE Penetration |  | Noun | - |
| Super Unit |  | Noun | - |
| Term | Definition | Type | Alias |

# 2. Overall Description

## 2.1 Product Perspective

Project Defiance is a tuning pack–style mod built on top of the CoH2 framework. It acts as an overhaul of balance and design rather than a total conversion. The mod expands the scope of WWII into an extended timeline, introducing late-war and hypothetical post-1945 developments while remaining faithful to CoH2’s look, feel, and structure.

## 2.2 Product Features

- New and reworked units for each faction.  
- Unique abilities and tactical options.  
- Expanded/reworked unit upgrades.  
- Refined gameplay flow, reducing reliance on RNG while maintaining unpredictability.  
- Enhanced immersion through historically grounded but creative design choices.

## 2.3 User Classes and Characteristics

- Casual Players: Looking for a familiar CoH2 experience with fresh variety.  
- Competitive Players: Interested in balance and strategic depth.  
- WWII Enthusiasts: Drawn to historical authenticity with speculative extensions.  
- Modding Community: May engage with tuning packs and custom content inspired by Defiance’s structure.

## 2.4 Operating Environment

- Base game: Company of Heroes 2 (Relic Entertainment).  
- Platform: PC (Windows).  
- Distribution: Steam Workshop.  
- Mod type: Tuning Pack with custom data files, unit definitions, and balance logic.

## 2.5 Design Constraints

- Maintain consistency with CoH2’s visual and mechanical language.  
- Preserve accessibility for vanilla players; learning curve must remain shallow.  
- Ensure balance across all playable factions, avoiding “hard meta lock-ins.”

# 3. System Features

(To be discussed and filled in by the team.)

# 4. External Interface Requirements

## 4.1 User Interface (UI/UX)

- Tooltips, unit descriptions, and ability text must remain clear, concise, and immersive.  
- Icons and visual cues should integrate seamlessly with vanilla CoH2 assets.

## 4.2 Localization

- Consistent terminology across all strings (units, abilities, upgrades).  
- Ability to extend localization for custom community contributions.

# 5. Nonfunctional Requirements

## 5.1 Tone and Style Rules

- Descriptions should emphasize plausibility, immersion, and strategic clarity.  
- Maintain a balance between historical flavor and gameplay readability.

## 5.2 Balance Goals

- Preserve CoH2’s faction asymmetry while ensuring no faction gains a decisive, unavoidable edge.  
- Encourage diverse strategies rather than single optimal builds.  
- Reduce the impact of random chance (RNG) without eliminating unpredictability entirely.

## 5.3 Performance and Compatibility

- Must run reliably on systems capable of running CoH2.  
- Should not introduce noticeable performance degradation compared to vanilla.  
- Compatibility with future CoH2 patches must be monitored (LMAO).

# 6. Appendices

## 6.1 Design Philosophy Summary

Project Defiance exists to reignite interest in CoH2 by providing an alternate gameplay experience that adds depth and freshness without alienating the existing player base, prioritizing engagement and enjoyment above all.

## 6.2 Inspirations and References

- Company of Heroes 2 base game.  
- Historical WWII equipment and doctrinal evolution.  
- Popular overhaul mods and tuning packs from the CoH2 community.

## 6.3 Glossary / Abbreviations

See Section 1.3.