



TEAM FORTRESS 2

All about
RED vs BLU

Game Dev Doc
By AbhiTechGames

Overview

A **MMO (Massively Multiplayer Online) Shooting Game** where 2 Teams (**Team Red** and **Team Blue**) Fights to complete the **Objective**

- There is a single Objective which a team needs to complete in Order to Win the match (**in a given time**) & Opposite Team have to stop them to complete the Objective.

[*More on **Objectives** on upcoming slides]

Inspiration



PALADINS



PLANTS vs ZOMBIES

**Low-Poly & Casual looks of Envs. and Characters
(Non Realistic)**

Target Audience

- Audience with **15 - 25 years** of age.
- Audience who **wants to play games with friends.**
- Audience who like **Multiplayer Shooting Games.**



Core Mechanics

Player enters a Lobby and then select for a **Game Mode**, Once Player allotted a match, he automatically assigned to a **Team** either **RED** or **BLU**, he then needs to select a **Character** (out of **12 Different Characters**).

Based on whether he wants to Offense, Defense or Support Category;

Offense Category :- Characters with Best Damage;

Defense Category :- Characters with Best Health;

Support Category :- Characters like **Spy(Hide & Attack Opposite Team Members)** & **Doctors(gives health to other players)** that provide support to **main stream players(offense and defense)**

Player can change the **Character / Category** once he got killed and receives a **15 Sec Respawn Time**.

Character Controls

- **WASD** for **base movements**
- **Space** to Jump
- **Use Mouse** to **Aim in Different Directions.**
- **Left Mouse Button** to Attack
- **1, 2, 3 Keys** for Changing Weapon
- * Most of the characters have 3 weapons (**2 Range Weapons - limited bullets & 1 Melee Weapon**)

Character Designs



GAME MODES

TEAM
RED
BASE

ACTIVE FIGHT AREA

TEAM
BLUE
BASE

Team Members can't enter the base of
Opposite Team

Capture the Flag

Objective - There is a Intelligence Brief Case in a small room called **"Intelligence Room"** in Opposite Team Base, Any Team Member needs to collect it.

Move the Cart

Objective - **Team Members** need to **Take the Cart** from their **own base** to **Enemy Team Base** to **WIN** where there is **standing slot for the cart**, There are also **multiple check points** through which whenever cart goes, **Cart Pushing team** gets a **Time Bonus / Additional Time**, **Opposite team** needs to **hold the Members** for the **X Time** to win the Game

Etc....

