LURKER'S CRAFT

presents:

SECESSION

Design Document v0.1
Compiled by Paul Cameron

Executive Summary

Title: Secession

Genre: Sci-Fi real-time isometric strategy/action shooter

Document Version: v0.1

Overview: Command a small, customisable group of mercenaries through various battlefields, allying with or combating other players in order to establish majority control of key locations in the game world. High-tech structures, weapons, and armoured suits deliver the primary visual aesthetic in Secession, in stark contrast to the scarred landscape players fight to control. A brooding, minimal, atmospheric soundtrack enhances the sombre tone of each battlefield..

The theme of growth through the sharing of skills is presented subtly via the game's interface and directly as players make vital decisions to develop the story. While players can choose to behave autonomously, they are better off working within a larger group and seeing first-hand that the benefits of doing so far outweigh the costs.

Category: Secession is a real-time, single and multi-player strategy game that offers players solo through unit level control of specialist combat teams in a number of dynamic battlefield environments.

Platforms: Linux, Mac, PC. Secession is distributed via steam as a modification of the game *Running With Rifles*.

License: Original IP. Options exist for creating 3D-printed or die-cast models of the various unit types for use as part of a table-top edition of Secession or simply as collectors' items.

Play Mechanic: Each area in the *Secession* world has a number of zones that need to be captured and controlled by one corporation (or alliance) before the area is marked on the world map as owned by that entity. Each corporation's command staff drive each engagement, using radio announcements to advise mercenaries which targets and zones are of most interest, when.

A media organisation known as the *Broadcast News Network* (BNN) also makes regular announcements over the airwaves. Common BNN messages advise listeners of important game statistics and standings or offer special missions to all players. While the game is won and lost through majority control of areas in the game world, players can achieve a healthy side-income and may even acquire previously unseen or experimental technologies by investigating these BNN reports.

As players gain skill and complete mission objectives they can customise their character's abilities by spending Resource Points at upgrade centres. The character also has the option to lead and command an increasing number of friendly units as he or she accumulates experience and is promoted to higher ranks.

Technology: Secession (mod) operates over the *Running With Rifles* game, which is built using the *OGRE 3D* engine. The mod interfaces with the parent game via XML and Angel Script code.

Target Audience: M/F 13+. Strategy elements present in *Secession* require a degree of mature thought; without such, the game would become a frustrating endeavour within minutes. War themes are a primary driver in the game, and mercenary behaviour patterns are commonly encountered in multiplayer games.

Key Features / USPs:

- Take command of a small group of mercenaries in a battle for planetary resources and possession.
- Align yourself with a number of corporations and take advantage of their distinct combat bonuses.
- Coordinate your team's movement with your allies to gain the upper hand in skirmishes.
- Hire specialist units to your team and use their skills to strategically conquer various battlefields.
- Step back from the front lines and take part in dangerous but lucrative contract missions.

Marketing Summary:

[Joy here in the future]