Project Quartermaster

Game Design Document Version: v1

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Date of Publishing: TBD

Target Platform: PC

Unique Selling Points:

* Inventory management and Distribution
* Item Optimization based on limited information
* Story changes based on squad efficacy
* Resource Management

High Concept:

The player takes on the role of the quartermaster aboard a troop carrier serving in a galactic war. It is their job to ensure that the troops aboard the carrier are supplied and appropriately equipped. The game is paced day by day (days may not necessarily be sequential within the story) with each day beginning with a “stocking” phase. The “stocking” phase is where the player must re-supply the carrier, repurchasing munitions, requesting new gear, and unlocking advanced items, as well as getting a glimpse of the recent happenings in the universe. This is done with requisition. Requisition is used for purchasing physical items (such as weapons, armor and ammo) that have already been unlocked. New gear is unlocked as the story progresses. Requisition is earned based on the squad effectiveness in certain deployments. The second phase of the day is the “deployment” phase. This phase is where the majority of the game will take place. The player will be presented with all available deployments for the day, current inventory and any unique circumstances present. The player will then assess the day’s deployments individually in detail. The player will reference the briefing sheet (An overview of mission objective, enemy faction, and expected resistance), the database (a central hub for detailed information on enemy factions, as well as all gear currently available to the player) and the Sergeant of the squad to be deployed (The player will ask predefined questions to the Sergeant for details about his squad as well as any personal requests). Once the player has finished assessing the deployment, they will assign each squad member a loadout taken from their inventory and then approve final deployment. The squad’s loadout, when compared to the mission taking place, will determine how effective the squad was in their mission and the resources rewarded to the player.  
 The Sergeant will act as the “Face” of each squad and will be reoccurring characters through the game. Should a Sergeant die(either because his squad’s effectiveness was too low or because of a choice the player made, or by scripted events), another will replace him. The player can converse with these sergeants before deployments to get to know them and learn their in-universe stories. These stories can potentially lend hints on how to increase squad effectiveness.  
Target Rating: M

Similar Products

* Papers Please
* VA-11 Hall-A
* Helldivers (Setting, not Gameplay)