**GAME DESIGN BRIEF**



PROJ LOCKDOWN

**Last Updated:**

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# Game Analysis

**Project Lockdown** is a real-time-strategy take on the already popularized horde/survival game mode. The player’s main objective is to defend a central core as well as managing their base economy to build defenses & increase their unit army population.

What sets this game apart from the standard tower defense game is although the player is defending from a never-ending set amount of waves of enemy troops; they can also *beat* the game by advancing their economy to a point where map control is predominantly tipped to their side. This is done by *locking down* predetermined areas around the map (which are where the enemy AI troops will spawn from) & once all entry points are locked down - the game has been beaten & the player will be taken to a leaderboard screen, highlighting their match statistics as well as comparing to other player’s progress.

# Mission Statement

Project Lockdown is a real-time strategy take on the wave defense game mode, but instead of just surviving until your resources are depleted, you can beat the game by micro-managing squads of diverse units to gain map control.

# Genre/Themes

* Real-time strategy
* Horde wave survival
* Mix of fantasy & steampunk

# Platforms

Primarily the game is targeting for a PC platform, however we intend to feature gamepad controller support as a secondary controller feature as to minimize reproduction of features if we decide to ship the game on a console platform.

# Target Audience

Those who enjoy more logistical & command tactics in approaching a situation are the ones who will really get a kick out of this game as micro-managing economy resources & squad assignments are what really will set apart a good player from the rest.  
People that tend to improvise/think on the fly will also enjoy this game as the diverse enemy troops that continue to swarm the player will leave very little response time & will force player’s to be able create counter units & rely on anticipating what “specialization” of troops will emerge from the next wave.

# Story

## Overview of Story

The general story line follows a privatized industrial faction that strip local areas that are rich in resources.  
The central core that the player is defending specializes in extracting a rare resource that other countries & corporations are in desperate search of. The events that the player take on attract a lot of rival attention & as a result, rival factions make a desperate attempt on stealing the riches for themselves.

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| WASD | * Basic camera movement |
| Camera Y-Axis | * Move mouse icon along Y-axis |
| Camera X-axis | * Move mouse icon along X-axis * Camera rotation (when combined with Left ALT) |
| Left ALT | * Enters the camera rotation state * Force stops camera movement |
| Left Shift | * Camera *sprint* * **Add** to squad (when combined with  1 – 9) |
| Left CTRL | * **Replace** squad (when combined with  1 – 9) |
| Left Mouse button | * Select world objects * Can hold/drag to select multiple objects |
| Right Mouse button | * Attack * Command ai to move location * Repair |
| F | * Show abilities wheel |
| E | * Select **all** units |
| Q | * Select units **on screen** |
| 1 - 9 | * Select units assigned to squad 1 – 9 |