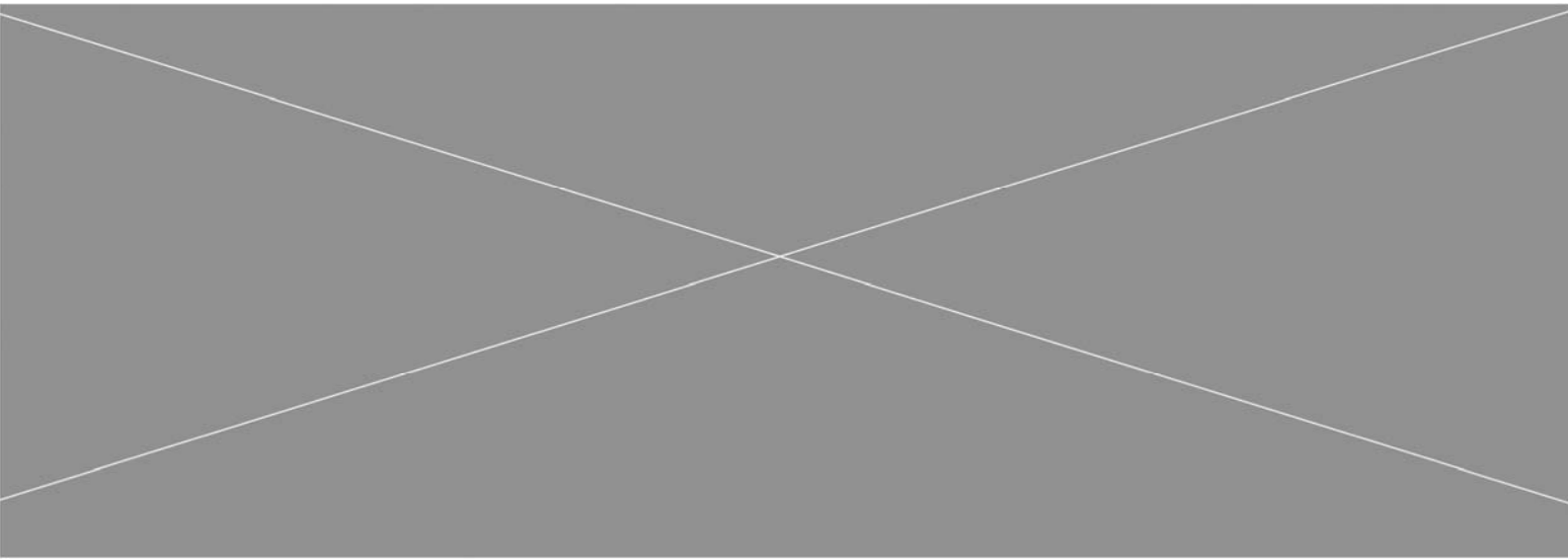


# **GAME DESIGN BRIEF**



# PROJ LOCKDOWN

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**Last Updated:**

25/6/18

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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	<ul style="list-style-type: none"> <li>Basic camera movement</li> </ul>
Camera Y-Axis	<ul style="list-style-type: none"> <li>Move mouse icon along Y-axis</li> </ul>
Camera X-axis	<ul style="list-style-type: none"> <li>Move mouse icon along X-axis</li> <li>Camera rotation (when combined with Left ALT)</li> </ul>
Left ALT	<ul style="list-style-type: none"> <li>Enters the camera rotation state</li> <li>Force stops camera movement</li> </ul>
Left Shift	<ul style="list-style-type: none"> <li>Camera <i>sprint</i></li> <li><b>Add</b> to squad (when combined with 1 – 9)</li> </ul>
Left CTRL	<ul style="list-style-type: none"> <li><b>Replace</b> squad (when combined with 1 – 9)</li> </ul>
Left Mouse button	<ul style="list-style-type: none"> <li>Select world objects</li> <li>Can hold/drag to select multiple objects</li> </ul>
Right Mouse button	<ul style="list-style-type: none"> <li>Attack</li> <li>Command ai to move location</li> <li>Repair</li> </ul>
F	<ul style="list-style-type: none"> <li>Show abilities wheel</li> </ul>
E	<ul style="list-style-type: none"> <li>Select <b>all</b> units</li> </ul>
Q	<ul style="list-style-type: none"> <li>Select units <b>on screen</b></li> </ul>
1 - 9	<ul style="list-style-type: none"> <li>Select units assigned to squad 1 – 9</li> </ul>