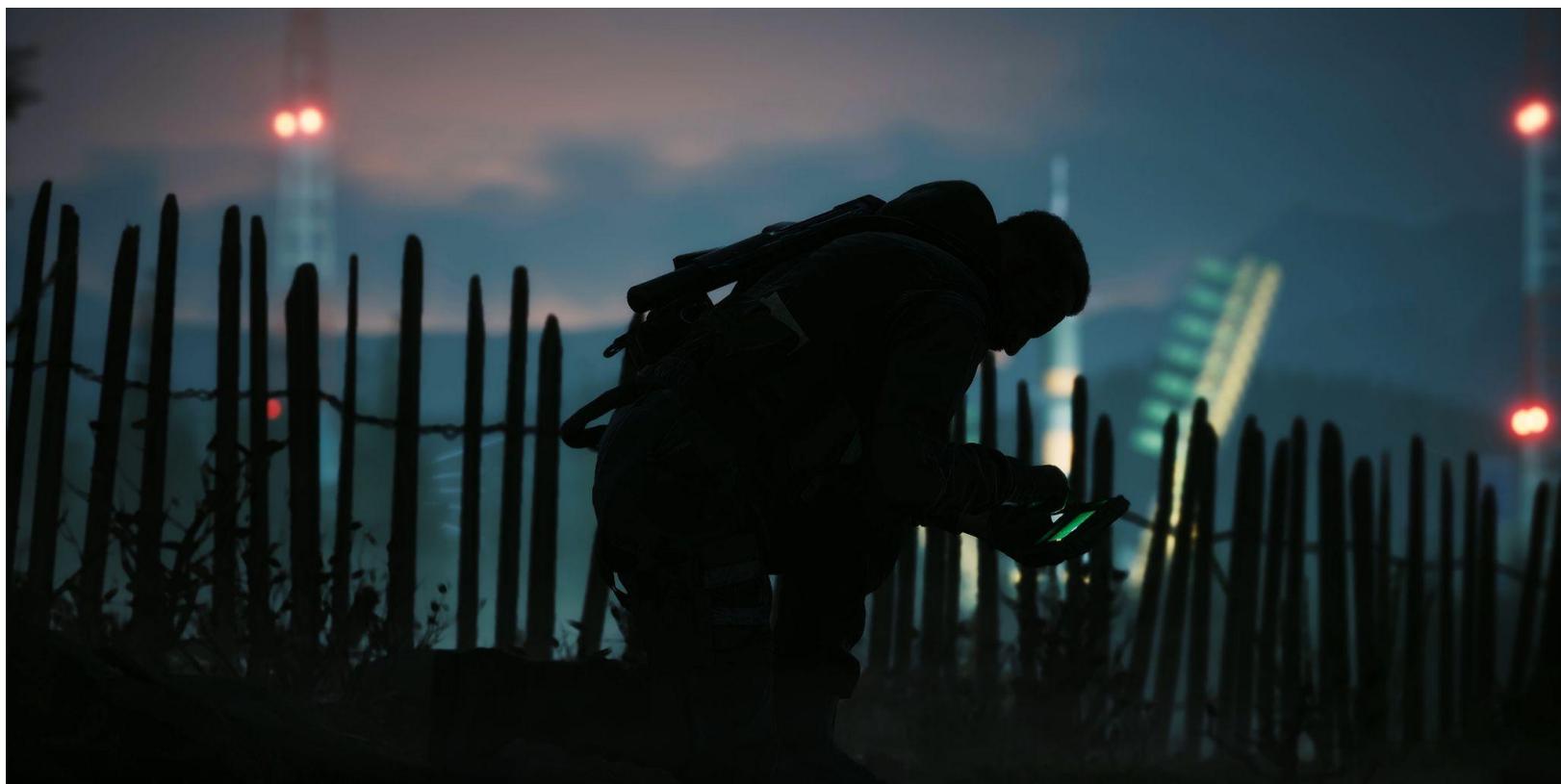




# **VALLEY OF THE BRAVES**

## Game Design Document





## High Concept

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**Valley of the Braves** is an ultimate action-adventure first-person shooter game with mission-based tactical espionage gameplay.

Uncover a global conspiracy and track down enemies to stop terror attacks across high-octane action missions on the backdrop of Kashmir valley, India.

The player is a Major from the ParaSF division who goes inside the enemy base to retrieve secret classified information about the target area that the enemy is planning to explode.

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## Goals & Objectives

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### Goals

The goal may vary depending on the specific mission or level being played. But the game's ultimate goal is to stop the enemy's advancements and protect the nation from any harm.

### Objectives

1. Intercepting enemy radio signals from different locations
2. Infiltrating heavily guarded military bases
3. Eliminating key enemy targets
4. Disrupting & Sabotaging their operations
5. Safely escaping or exfiltrating the area
6. Defusing bombs planted by enemies in a limited time

## Game Genre

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First-person shooter action-adventure role-playing game for PC only.

The genre is characterized by the use of a first-person perspective, which immerses the player in the game world and allows them to see the game environment as if they were actually there.

The main gameplay mechanics of first-person shooters include the use of firearms and other weapons, as well as the ability to move and explore the game world. Other common elements in the genre include fast-paced action, challenging AI enemies, and a variety of mission objectives.

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## Target Audience

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Ages 16 & above. Defense enthusiasts & casual gamers.



**PEGI 16** - This rating is applied once the depiction of violence reaches a stage that looks the same as would be expected in real life.



**Mature 17+** - Content is generally suitable for ages 17 and up. May contain intense violence, blood and gore, and/or strong language.

## Unique Selling Proposition (USP)

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- Organic combat gameplay, narrative & task-based missions to be completed.
  - Set in the backdrop of mountain terrain, player combat across multiple locations.
  - Cinematic reactive narrative missions in a rich Kashmir environment.
  - Allows players to approach each mission with a combination of stealth and brute force
  - Emphasis on realistic environments, weapons, and equipment, as well as its open-ended level design
  - The Protagonist, a secret agent, also adds an interesting angle to the gameplay.
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## Player Experience

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This game will offer players a mix of stealth and action gameplay. Players take on the role of a special forces operative named Mohit Sharma, who must infiltrate enemy bases, gather intelligence, and neutralize any threats in order to complete his mission.

The player can carry limited weapons and equipment only, such as

Sniper rifle	5 x 2 mags	10 ammos
Assault rifle	30 x 2 mags	60 ammos
Silencer pistol	6 x 2 mags	12 ammos
Melee knife	1	1
Grenade	2	2
Signal interceptor	1	1
Bomb defuse kit	1	1

Players also have to pay attention to the environment and use cover to avoid being detected, and they also need to be aware of enemy patrols.

Overall, the ‘Valley of the Braves’ will offer players a challenging and immersive experience with a lot of freedom and options to play according to their own preference as per the story mode.

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## Player Motivation

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The player is motivated to complete the mission objectives by the story's plot and their desire to progress through the game. The player takes on the role of a special forces operative named Mohit Sharma, who is tasked with stopping a rogue organization from acquiring a target area location.

The player is motivated to complete the mission objectives by the sense of urgency and danger that the plot creates, as well as a desire to uncover the truth behind the organization's plans.

Overall, the Project IGI games offer players a range of motivations to keep playing, whether it's the thrill of completing challenging objective missions, or the desire to uncover the truth behind the story.

## Game Story

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### **Basic Plot:**

An intelligence unit on a secret recon mission across the LOC border intercepts a radio signal from an enemy base about a massive attack on Indian soil.

Our agent goes into the highly militarized enemy base in Skardu, POK. His mission is to stop any future stop attack at all costs by retrieving the exact location of the targeted site. Secure the classified information file and slow the enemy advancements.

After completing the deadly mission, they got to know the target site is an old wooden building that holds a library and hotel, both major

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tourist attractions. In the last part of the chapter, the agent needs to defuse the bombs in a limited time before the whole place collapse.

Our main mission is to stop the attack at all costs by retrieving the exact location of the targeted site and slowing down the enemy advancements by sabotage missions.

#### **Chapter Breakdown:**

**Chapter 1:** Our agent, Major Mohit Sharma is on a secret recon mission near *Kargil, Ladakh UT*. He needs to intercept three radio signals from mountain peaks and return back to the extraction point.

*Objectives are divided fourfold;*

1. Intercept radio signal from Hill Point 1.
2. Intercept radio signal from Hill Point 2.
3. Intercept radio signal from Hill Point 3.
4. Safe exit for extraction.

**Chapter 2:** Our agent, goes into the highly militarized enemy base in *Skardu, POK*. His mission is to stop any future stop attack at all costs by retrieving the exact location of the targeted site. Secure the classified information file and slow the enemy advancements by sabotage missions.

*Objectives are divided fivefold;*

1. Install a virus on the enemy computer system.
  2. Retrieve the classified information file.
  3. Sabotage the helicopter that has landed with the enemy leader.
  4. Eliminate the enemy leader from the tower rooftop.
  5. Safe exit for extraction.
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**Chapter 3:** Our agent is on a timely mission to defuse multiple bombs planted on different floors of an old wooden building that holds a library and museum, both major tourist attractions in Srinagar, Kashmir UT.

*Objectives are divided threefold;*

1. Eliminate the enemies in the terrace.
2. Defuse multiple bombs on different floors.
3. Rescue hostages.

**Character Names:**

1. Major Mohit Sharma
2. RAW Operator Maya Sehgal

## Gameplay

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The game features a mix of stealth and action gameplay. The player must also gather intelligence, such as hacking into computers or finding secret documents, to complete objectives.

Players can choose to sneak past enemies or take them head-on, depending on their preferred playstyle. The game also features a variety of objectives that must be completed in order to progress through the story.

Players also have to pay attention to the environment and use cover to avoid being detected, and they also need to be aware of enemy patrols and cameras to avoid being caught. The game also features a variety of obstacles such as locked doors, alarms, and mines that the player must overcome to complete the mission.

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## Core Loop

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The gameplay loop is composed of the following steps:

1. **Mission Briefing:** The player is given a mission objective, and is briefed on the details of the mission, including the location, the enemies, and the equipment and weapons available.
2. **Planning:** The player can also gather intel on the location and enemies, and choose the best equipment and weapons for the job.
3. **Execution:** The player moves through the game's environments, using cover to avoid being detected and using stealth-based tools such as silenced weapons and night vision goggles to stay hidden. The player can also use a variety of weapons and equipment, such as pistols, rifles, and grenades, to take out enemies.
4. **Completion:** The player completes the mission objectives by gathering intelligence, such as hacking into computers or finding secret documents, and also by overcoming obstacles such as locked doors, alarms, and mines.
5. **Repeat:** The player then goes back to step one, where the next mission is briefed, and the loop begins again.

This core loop is designed to keep players engaged, providing a sense of accomplishment and progression, and also allowing for a lot of freedom and options to play according to their own preferences.

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## Core Game Mechanics

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Some of the key mechanics include:

1. **Stealth:** The player can use stealth-based tools such as silenced weapons and night vision goggles to stay hidden and avoid being detected by enemies.
2. **Combat:** The player can carry limited weapons and types of equipment only, such as a Sniper rifle, Assault gun, Silenced pistol, and grenades, as well as mission-based tools like signal intercept/jammer.
3. **Objective-based gameplay:** The player must complete a variety of objectives in order to progress through the story. These objectives can range from gathering intelligence to rescuing hostages to neutralizing enemy targets.

4. **Equipment and weapons:**

Sniper rifle	5 x 2 mags	10 ammos
Assault rifle	30 x 2 mags	60 ammos
Silencer pistol	7 x 2 mags	14 ammos
Melee knife	1	1
Grenade	3	3
Signal interceptor	1	1
Bomb diffuser	1	1

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## Game Camera

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The camera in the game is a first-person camera, which means that players view the game world through the eyes of the main character.

This camera perspective allows players to experience the game world in a more immersive way, making them feel like they are actually in the game.

The camera also shifts to different angles during cutscenes and certain gameplay moments, such as when the player is using stealth kills or taking cover.

Overall, the first-person camera in the game is designed to create an immersive gameplay experience and follows the player like they are actually in the game world, but also has features that help the player to have a better view of the surroundings.

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## Player Mechanics

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### 1. Player Movement -

- a. Walk
- b. Sprint
- c. Crouch
- d. Jump

### 2. Player Gun Action -

- a. Shoot
- b. Reload
- c. Hold & Run
- d. Weapon Swap
- e. Weapon ADS/Zoom
- f. Drop Weapon
- g. Fire Mode Change

### 3. AI Enemy -

- a. Shoot
- b. Chase
- c. Patrol

### 4. Enemy Base Environment -

- a. Dense Forest
- b. Village Base
- c. Helicopter Hanger Base
- d. Enemy Leader Base

### 5. Player Death Animation -

- a. Slow Motion
  - b. Blood Spatter on Screen
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## Game Audio

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The audio in the game plays an important role in immersing players in the game world. The game features a variety of sound effects, such as gunfire, explosions, and ambient noise, that help to create a sense of realism and tension.

The game also features a musical score that changes dynamically depending on the player's actions and the current situation in the game. The music is composed so that it complements the action and changes to reflect the intensity of the gameplay.

For example, the music may become more dramatic during an intense firefight or stealthy when the player is trying to infiltrate an enemy base.

Voice acting is also an important part of the game audio, with characters speaking in different languages, adding realism to the game and helping to advance the storyline. Overall, the audio design in Project IGI is well-crafted and adds to the overall immersive experience of the game.

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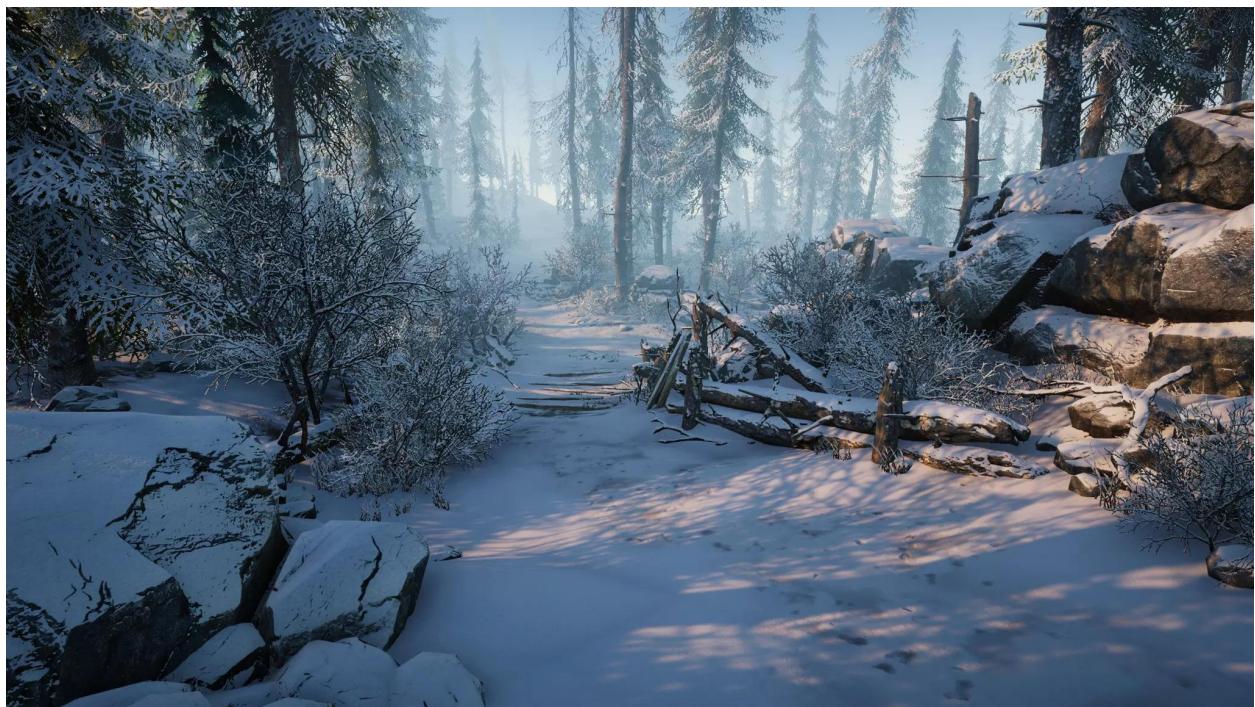
## Game Art

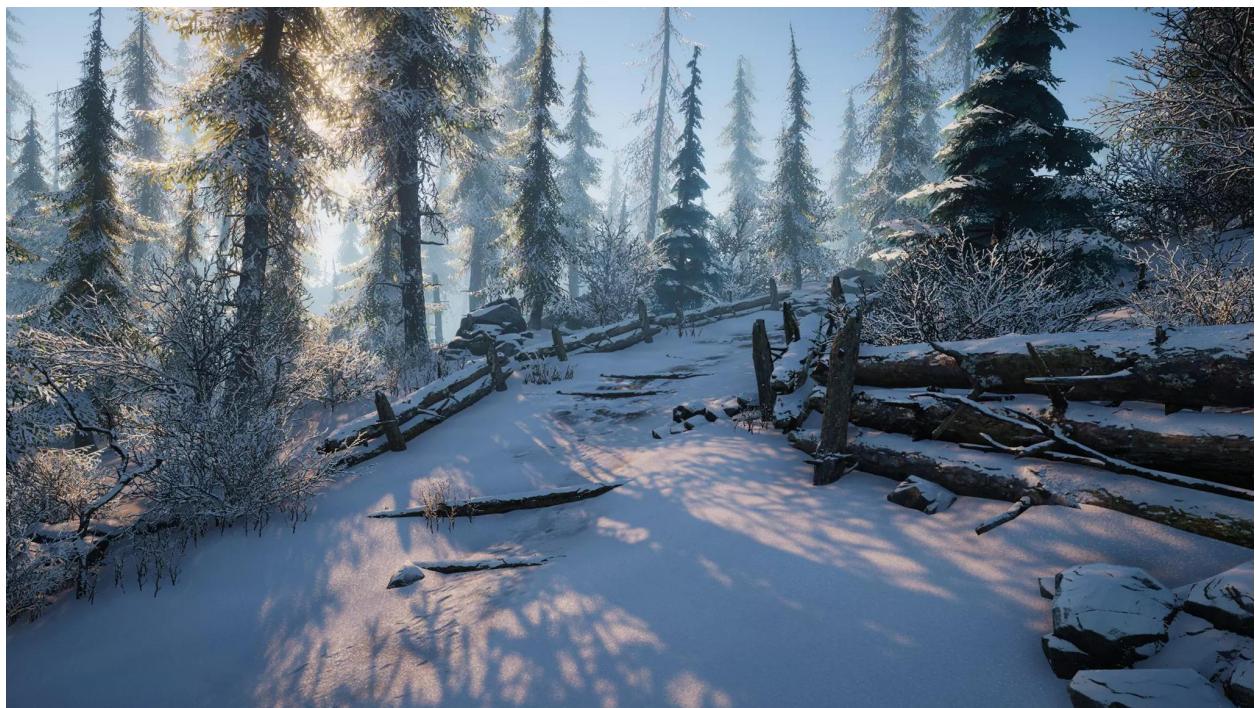
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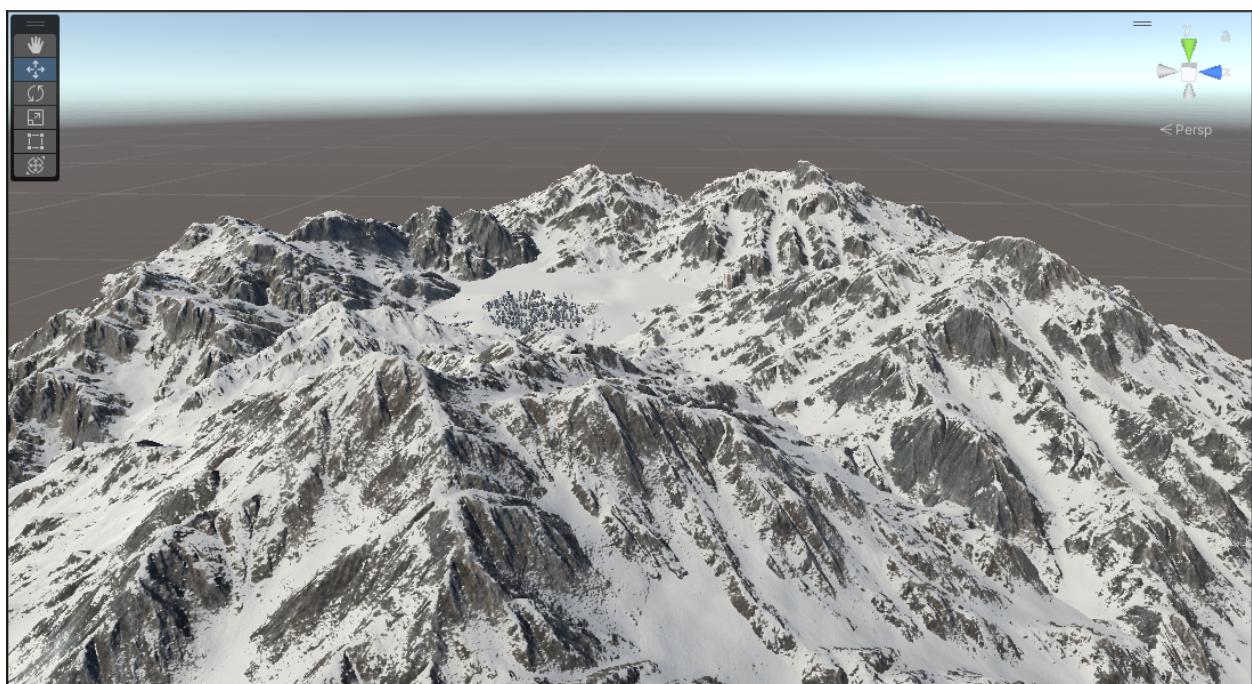
### Realistic Game Environments

The cold winter air bites off your face as you step out of the cave and onto the snowy mountains of Kashmir. Dangerous mission in one of the most hostile environments on earth with the highest altitude battlefield.

As you look around at the icy landscape, you can't help but feel a sense of awe at the beauty of this frigid wilderness. But you know that beauty can be deceiving. There are dangers lurking behind every icy peak and frozen dense forest.



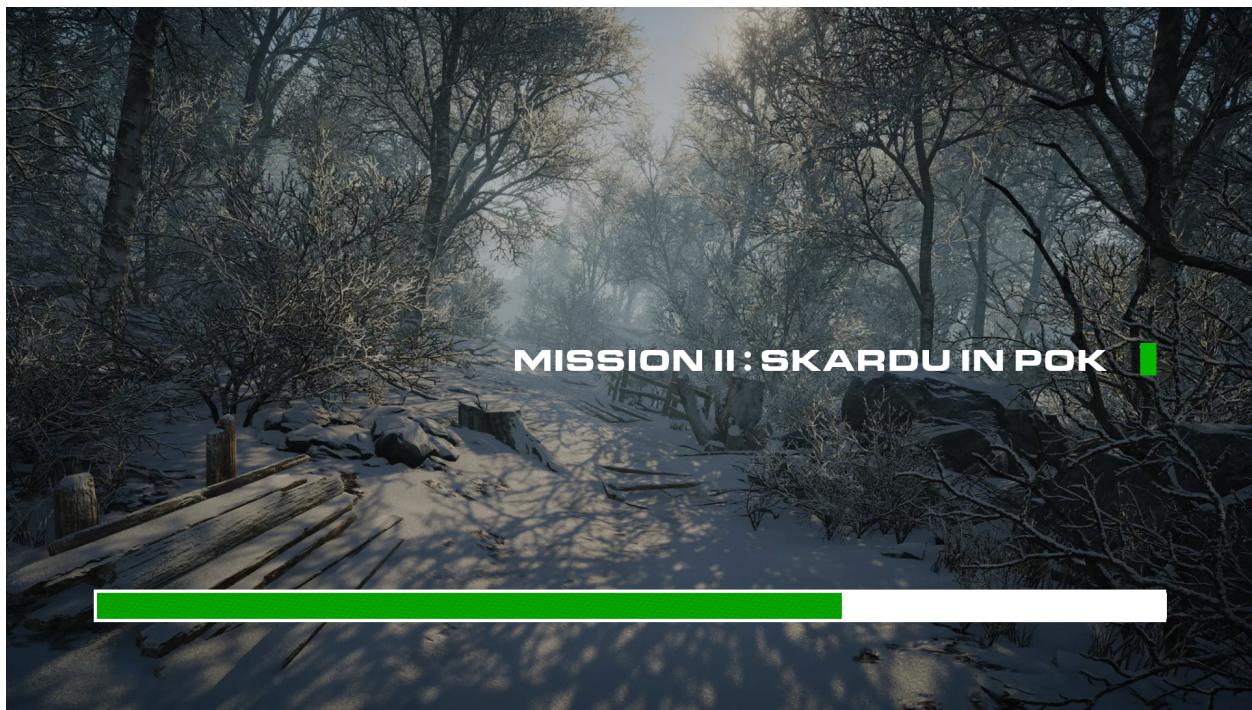


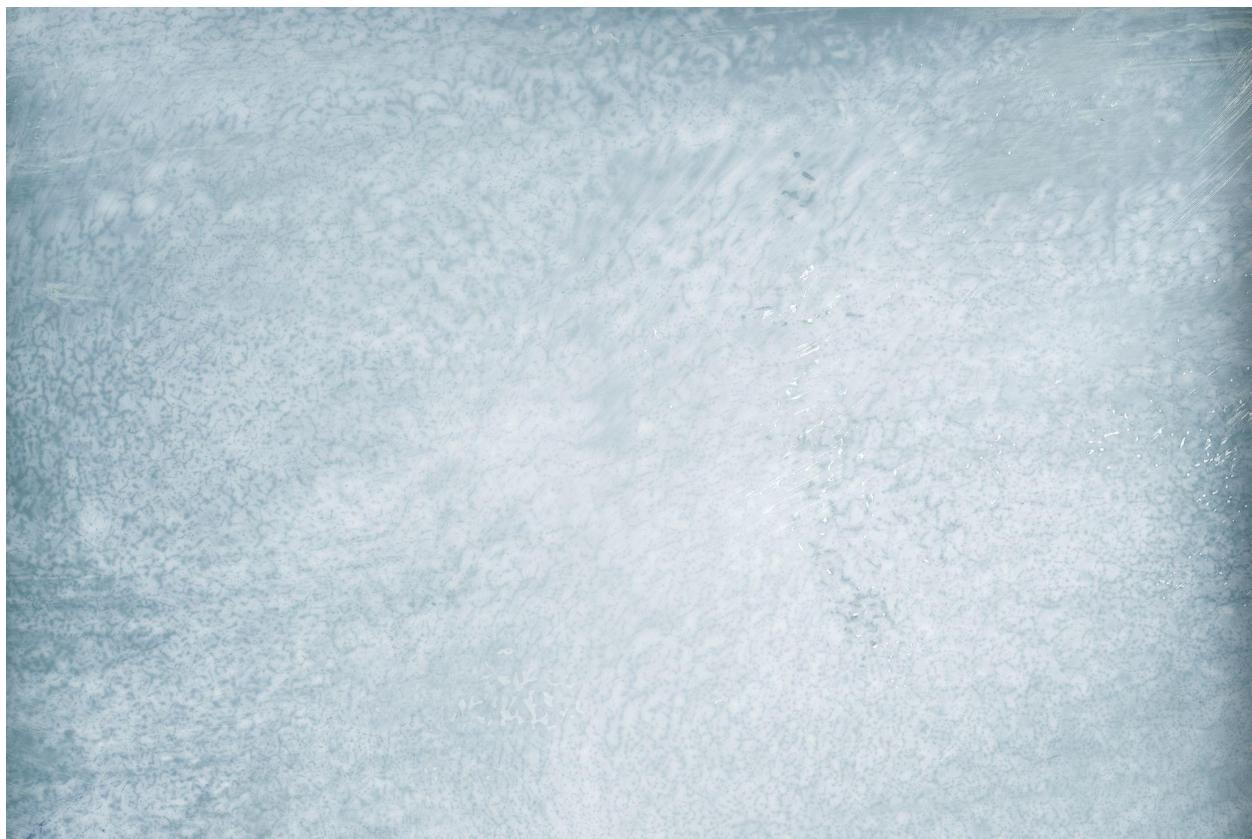


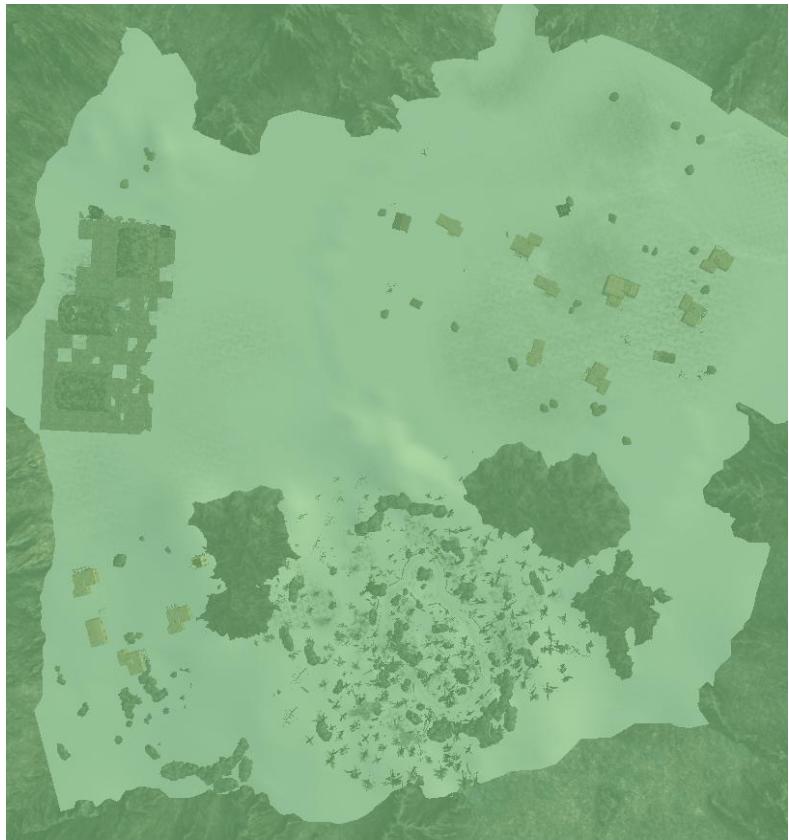
## Game UI

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GAME  
OVER

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## Game References

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### 1. Project IGI



### 2. Hitman



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3. Call of Duty: Modern Warfare



4. Medal of Honor



**Gar firdaus, ruhe zamin ast,  
hamin asto, hamin asto,  
hamin ast.**

-Jahangir on ‘Kashmir’

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Translations

**If there is ever a heaven on earth,  
it's here, it's here, it's here**

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