

Game Pitch Document

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Title: Ritterkreuz

Genre: Tactical FPS

Style: WW2, realistic, hardcore, stealth

Platform: PC

Market: Milsim / history buffs

Elevator Pitch: Experience the early stages of WW2 from the viewpoint of German special forces

The Pitch

Game fills a big hole on the WW2 market that focuses itself on early war. There are almost no games that focus on that time period and those that do, are often not of this genre. Also the fact that the player is playing as the Germans offers a fresh perspective, because usually the only game genre that does this is RTS. What goes hand in hand with this is the focus on historical accuracy and proper introduction of the event the mission is about. By ensuring that the player knows the details, it massively helps him to feel like he is in a real WW2 event, instead of some generic game map. Before each mission the player is given information, that introduces him to the event. Most WW2 games do this quite poorly, so the player has only a vague idea of where the mission is set, or why he is even there. When player is properly introduced to his objective, he can appreciate the entire experience much more. After the mission the player unlocks information on how the event happened in real life, which is something that the target audience really appreciates, especially when they can learn about something, that isn't widely known – for example the Jablonkow incident, first mission in the game. It is a border skirmish that almost led to an early outbreak of WW2 and the story behind it is quite fascinating. The result is a semi-realistic game complemented by a short history book, a combination which fits quite well to the target audience.

Introduction

Tactical shooter about the special operations in the early stages of Second World War from the German perspective. Strong emphasis on historical accuracy with each mission containing a section describing how the event happened in real life and presenting related historical documents.

Background

There are only a few WW2 games that portray the conflict accurately and even fewer give the player a proper introduction to the events which the missions are about. Mostly the game just gives fragments of historical information, from which the player is almost unable to string together the course of the war, unless he has external knowledge about the conflict. This led to an idea to make a game, that portrays the events accurately within the limit of possibilities, while also providing the player with knowledge about the event he experienced.

Setting

With the goal to also provide a solid understanding of the course of the Second World War, what better place to start than at the beginning, or even better, slightly before. First mission is about the "Jablonkow incident", which was a border shootout, which almost led to an early start of WW2 and the story behind it is quite fascinating. Showing these events from the German viewpoint is not done only because of them playing the biggest role in that stage of the war, having a huge selection of events to depict, but also because it offers a fresh perspective on the conflict and is able to continue towards later years if possible.

Features

The target audience of milsim and history buffs together with the realistic take of a tactical shooter supplemented by sort of a history book in the form of the section to each of the missions, provides a promising combination. Additionally, the approach to provide a concise story of WW2 with each mission can also prove interesting to members of general public, who are interested by the conflict, but prefer to learn about it from focused articles instead of 1000 page book covering vast period of the conflict.

Genre

Overall genre of the game is a stealth tactical shooter with strong emphasis on giving the player a solid understanding of early WW2 events.

Platform

Target control scheme is only mouse and keyboard, which means the target platform is only PC.

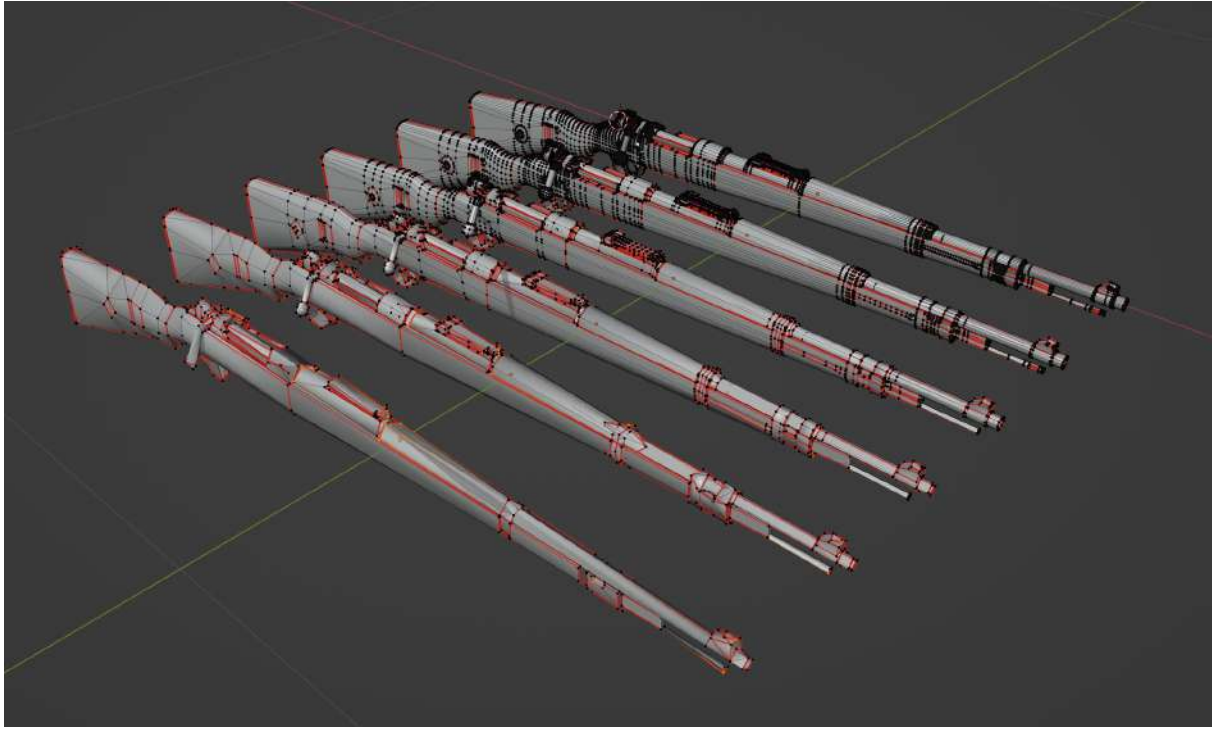
Style

The game goes for a realistic art style to support the concept of providing accurate representation of past events. Below are pictures of some art assets in production.



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Figure 1: Finished Karabiner 98 kurz modeled to represent a rifle made in 1938, specifically manufactured by "Berlin-Lübecker Maschinenfabrik", including details like corresponding factory accurate code and quality stamps



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Figure 2: Level of detail models for the Karabiner 98 kurz



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Figure 3: Rough sculpt of a 1939 Wehrmacht soldier uniform

Gameplay

As a saboteur, the player finds themselves behind enemy lines completing missions such as securing important strategic objects, assassination of high value targets, destroying communication centers, ammo depots and other forms of sabotage. As in real life, trying to achieve these objectives head-on will most likely lead to failure, so stealth, disguise and carefully prepared hit and run tactics are preferred alternatives. These are the core mechanics: Stealth system – The player uses the cover of the environment to avoid detection and proceed with the mission objectives without direct confrontation with the enemy. Disguise system – The player can use enemy uniform as a disguise to infiltrate guarded objects, cause chaos, or take control of enemy soldiers if the disguise is high ranking enough. Tactical movement – The

player can be in different stances, such as standing, crouching, laying down and the partial stances in between.

Level design

The game consists of multiple missions located in Poland focused on tactical scenarios that can be approached from multiple angles. Mission 1: Jablunkov incident – lightly guarded train station on border between Poland and Slovakia. The objective is to neutralize local garrison and to prevent the tunnels from being blown up. Then use the radio in the Polish base to report to headquarters. However, the war was postponed to the 1st of September, thus the mission is called off and the player needs to escape in locomotive as more numerous Polish reinforcements arrive.



Figure 4: Train station



Figure 5: Southern tunnel entrances



Figure 6: Southern tunnel entrances 2



Figure 7: Tunnel inside



Figure 8: Destroyed tunnel

Weapons for the first mission

Germany:

- Karabiner 98 Kurz – standard issue rifle
- Scoped Karabiner 98 Kurz – sniper rifle

- MP-18 – standard submachinegun
- Walther PPK – silenced pistol

Poland:

- wz.29, wz.98a – standard issue rifles
- Mors wz.39 – standard submachinegun
- Vis 35 – standard issue pistol

Enemy characters

- Officer – in charge of some area on the map. Can request other officers for help through radio. In charge of distributing squads – giving them objectives to patrol, defend and attack. He communicates with the squad leaders through runners, which are usually squad riflemen. One officer has 2-5 squads at his disposal, each squad consisting of 19 men – one squad leader, his assistant, three corporals, MG gunner, two MG ammo carriers and eleven riflemen. Always keeps one squad as bodyguard unit. In case of the runners being gunned down, or not returning, he remains with his bodyguard squad in defensive position, while urging other officers through radio to send help to his position. In case of alarm without immediate threat he will try to make meeting with his squad leaders. In case of immediate threat, he will run around giving orders to only the squad leaders he can safely get to.
- Squad leader – in charge of his squad, takes orders from officer and organizes his squad tactics in a coordinated fashion such as flanking from different directions, providing suppressive fire, or coordinated retreat, if the situation gets too dangerous. In case of no officer to take orders from, he goes into defensive stance with his squad and can send runners to nearby squads to coordinate a possible counterattack. He splits the squad into MG detachment and as many at least 3-man maneuver elements as he has lance corporals (+ his assistant). In attack he orders the MG to setup in a position overlooking the player position. Then he attacks with all the maneuver elements from the flank(s). In defense he positions the MG in the most probable direction of enemy attack. Then sets up the maneuver elements around in shape depending on their number. In case he has only one section left he is reduced to a squad leader assistant who seeks to join nearby squad leaders. Squad leader assistant – takes role of squad leader in case of his absence. Otherwise functions as lance corporal.
- Lance corporal – orders his section where in their designated area to take cover, where exactly to move, where to focus fire. In case his section is less than three men, he seeks to join another section (MG section overrides maneuver section).
- Rifleman – follows orders of his section leader. If there is no leader in section, he tries to attack the flank of enemy. If there are no leaders around and there are many casualties around, or he is outnumbered, he will try to retreat to the closest significant unit.
- Machine gunner – the same as rifleman, but instead of attacking flanks when without leadership, he will fire in the general direction of enemy.
- Ammo bearer – the same as rifleman but provides machine gunner with ammunition when needed and remains close to him in case of no leadership.