

# Game Concept

## **Delta Strike/ Task Force/ Special Forces/ Strike Force**

**Elevator Pitch:-** Game Based on surgical strike conducted by Indian Army.

**Game Persona:-**

- i. Game Mechanics:- Executioner (Kill Cam), Stealth Killing, Knifing, Sprinting, Vaulting, Climbing, Aim and Shoot, Zoomin-out, piloting vehicle, etc

**Game Features(retention Factors):-** Campaign and Multiplayer, level up system based on xp earned, store that'll be able to sell skins and coins that'll help buy upgrades, there'll be monthly event which'll be war like, etc

**Story & Game Characters:-** Game Character would be Private from Indian army who is mourning lost of his brothers, who received a call for front end as tension rises between India-pak, Player can name their own character or as an option we can give list of names to choose with.

**Player's Journey:-** after the terrorist attack in India, Player loses his brother and then he gets appointed at front end where he fights some terrorists until he gets called for special training he gets promoted. And now his task is to infiltrate enemy camps and find intel and sabotage any enemy agenda. Also as Player moves on to Journey he finds small clues which would lead to many different possibilities.

**Gameplay:-** Player Can move around, jump, sprint, vault over blocks, climb over some fences and walls, crouch, go prone, shoot enemy, enemy engagement, intel gathering from enemy base, swimming, bomb defusal scenario, extraction, hostage rescue scenario, etc

**Game Economy:-** Player will be awarded with Xp, ranks and coins as he moves up on tier. to understand how player will earn rewards we have to focus on very terrorists that are enemy they all are having bounty on them and killing them would lead player into earning coins or we call it TinCoin(canteen Coins). As Player earns exp points i.e xp he can be able to unlock weapons from playstore but only unlock. To use them player has to buy this upgrade from coins he earned or he can buy them from in game purchases which would be cheap for what others(games) offer. Also player would earn upgrades as he levels up as they are complimentary, and are needed for further storyline, in short they are story based.

**Achievements:-** When we talked about achievement's there will be certain story based achievements and some will be based on Mutliplayer, all the achievements will be based on how player reacts to enviornment, also different types of enemy and how you kill them will be part of achievements. There is also a leveling up method or ranking method that is based on military ranks as player moves up the level. Some achievements that are first blood, first 100 kill of different enemy type, grende kills, etc.

**Difficulty Metrics:-** Difficulty will be divided into 3 parts : easy, medium and hard this 3 diff will be based on player movement i.e. speed of player differs in all 3 diff. Also healing factor would work in same way but in different proportion. Damage deal to enemy and damage done by enemy will be decrease and increase respectively depending on game difficulty, also last thing that'll slightly change the difficulty is how enemy approach the player.

**FTUE(game tutorial):-** this'll include a shooting range to master shooting in multiplayer and training mission to get familiar with controls and how enviornment reacts.

**Game Prespective:-** Game will be held in FPS and TPS player will always have an option to switch between, in control menu.

**Game Controls:-** Game is PC build so it'll have normal control as anyother game, it'll also have menu to control audio, video settings and controls key binding, you can also use and controller to play this game.

**Core Loop:-** Basically Core Loop will change over the levels and way character reacts, thou shooting and completing some sets of objective will be definate. Also different levels will have different scenario but killing enemies and finding way to the objectives and sabotaging the enemy base and there plans is common through all levels.

**Sounds(ref):-** footsteps sound, gun blazing, war cry in war, blast sound, hostage asking for help and crying, enemy dying, water flowing,etc;

**Ref of Benchmark Games:-** Call of Duty, IGI, Metal Gear,etc

**Level/World Design Samples:-**

- Terrorist camp interrogation

captured player should set free of himself & should escape from the location by hand combat or a knife.

- ambush & destroy

## Terrorist base

Player attacks the terrorist base which contains base building and ammunition by guns and bombings.

- stealth hostage rescue

## Terrorist camp

Player will be given task of hostage rescue operation where he infiltrate the camp in stealth and rescue the hostage and get out

conquer lost military camp or base (strike)

- Landscape

Player will be given task to get command of lost area where government losses hold of it.

- survival of attack

## civilian quarters

Player stays at home with his family terrorist attack military quarters he should survive with completing certain objective.

- infiltrate and steal info (intel)

## Military base

Player have to infiltrate military base make sure not alarm won't go on and gather info via drive or tablet time copying data he should defend there

- defence

## National Border

Enemies destroy border and try to infiltrate

Player should defend the border by using missiles and snipers ( long range combats )

- Surgical strike

Enemy territory (forest area)

killing mini boss according to story who was introduced before level.

- war part 1

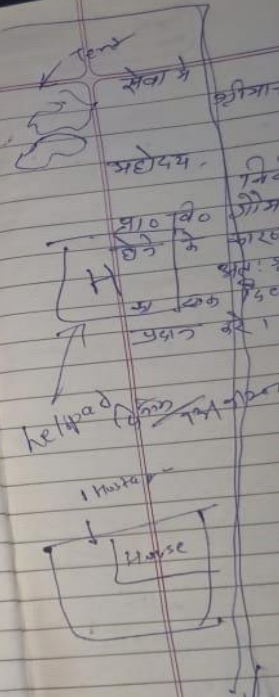
Warzone

Player have to defend in the battlefield while enemies try to blend in

- war part 2

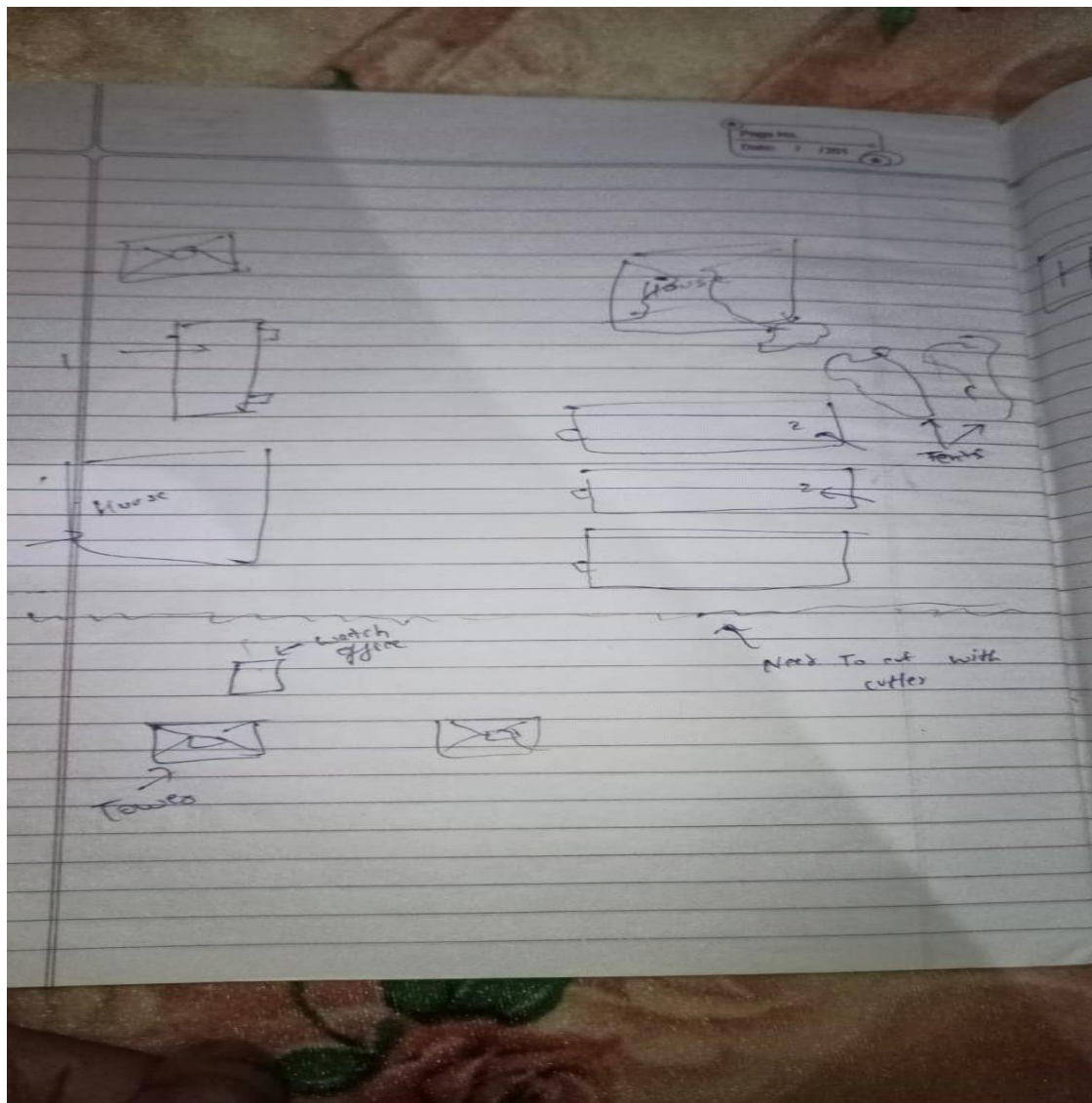
Warzone

Player should fight back to win in the battlefield by completing some objective like killing targets (leaders/commanders) and destroy enemy camp's and bases by missile etc



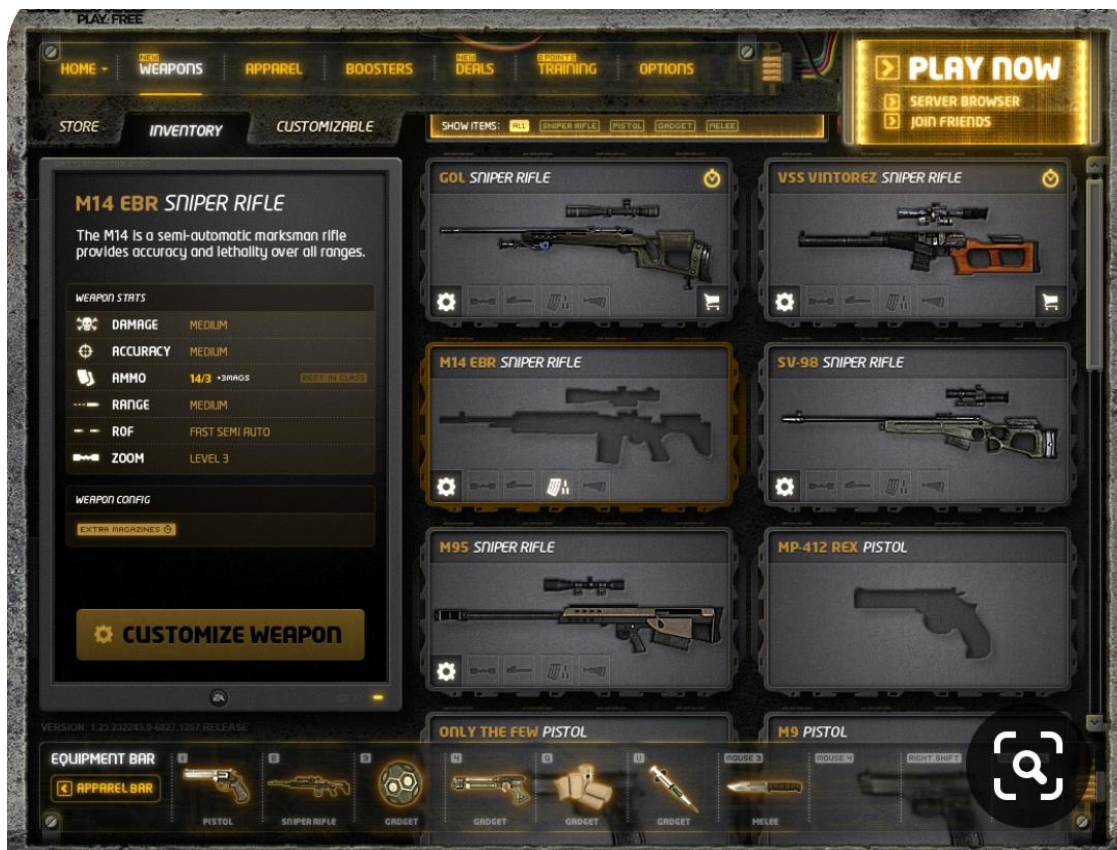
4 type tent  
Total 6 Mortgage

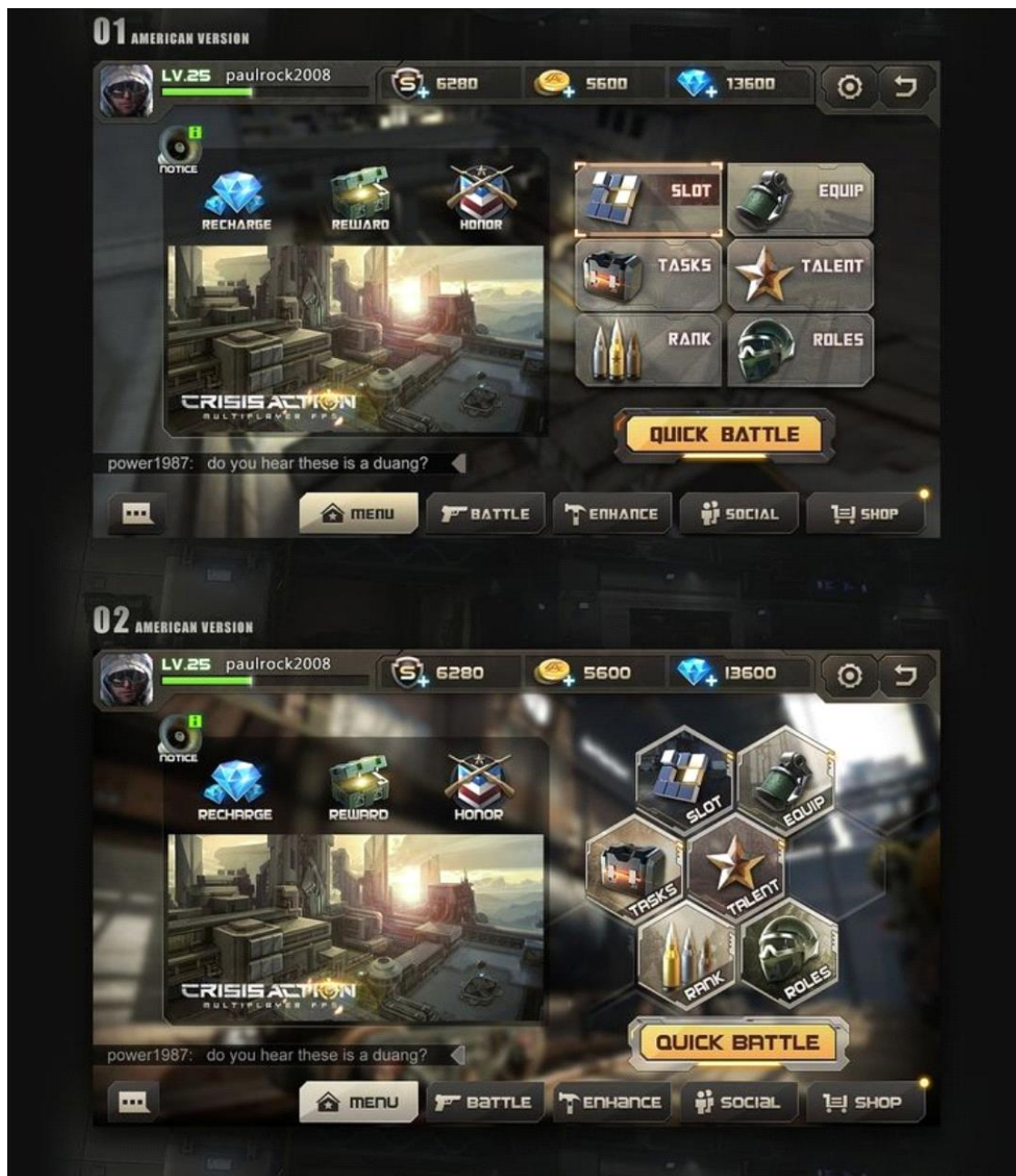
Needs High Jump to enter inside  
OR Cut <sup>near</sup> wire door with cutter



UI Mock Up Screen:-







**Scalaibility and Updates:-** After initial release we plan on bringing some new features that wont be in initial launch such as flying mode that'll be part of air strike and driving mode, also nightvision camera, new levels and continuation to story, mutliplayer mode and war will be part of update as well. in terms of size and scale of this game this'll be somewhere between A and AA. Also extra gameplay types such as cover and shoot and different suits and diifferent terrain wise weapons and equipment will be added.

**Revenue Model:-** when speaking of revenue model, we could induce

1. ad posters which will encourage them to buy new equipment and skins.



2. in game store that'll follow same model and structure as Archero.
3. tin coins can be bought from store.

**Live-ops:-** Every month War will be held where all the players will crash on to the game and they'll be divided into two forces this'll be 2 hour long battle and last person standing from either team will win and take away rewards for their teams also. there'll be also continue updates on new levels and new maps for multiplayer and as of. Single player campaign it'll be DLC based every year an series of episode will be relased of the game that'll continue the story.

Refernce:-

1. <https://www.youtube.com/watch?v=S5msSAAQhx0>
2. <https://www.youtube.com/watch?v=234QSPTvYqA>
3. <https://www.youtube.com/watch?v=4LRdw8LCCkU>
4. [https://www.youtube.com/watch?v=2tiW5I\\_BOiY](https://www.youtube.com/watch?v=2tiW5I_BOiY)
5. <https://www.youtube.com/watch?v=OCPMdir00YI>
6. <https://www.youtube.com/watch?v=MWkusVCX2fg>

Labham Baheti Roll 17 CSGD SEM III

Abhishek Kumar Roll 2 GDA SEM III