

Battlefront Blitz

"Master the command. Strike from above. Win below."

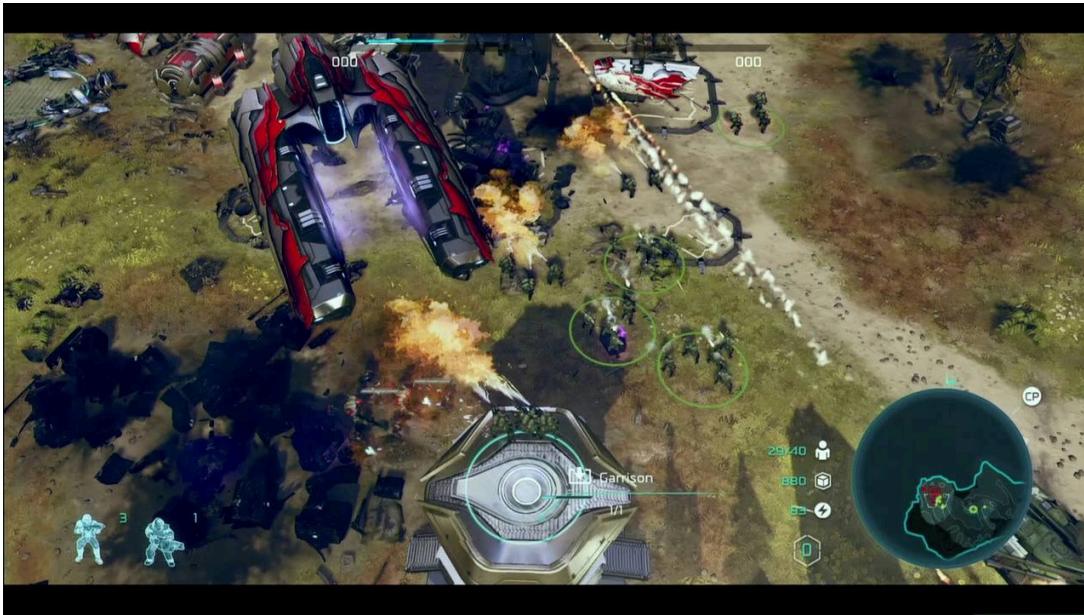
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Game Overview :

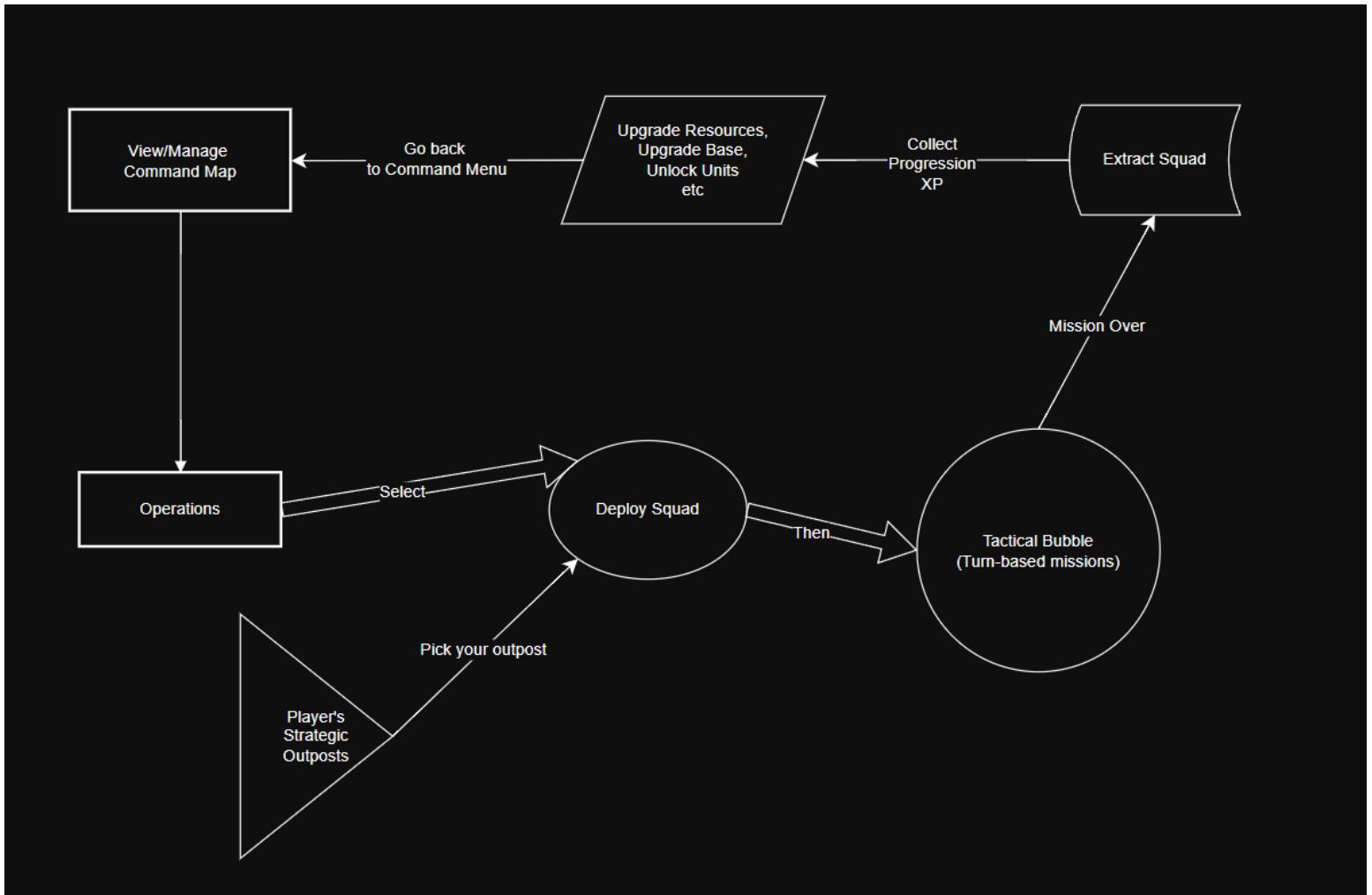
- Description - A Top-down Military RTS game having ***turn-based*** elements which will refine gameplay and not make it one sided/boring. OPTIONALY having ***tower defense elements*** is another prospect.
- Target Audience - fans who are missing the classic turn based RTS games on android that offer a realistic look-and-feel. People who have played popular games like Clash of Clans or Clash Royale and are ready to take it one step further. **Aged 18-35**, strategic sci-fi fans.
- Platform - Mobile (iOS/Android)
- Visual style - 3D but stylized with good lighting → Performance is key.
- Theme & Setting - 2150 CE, interplanetary war between Human Coalition and AI-enhanced insurgents.
- Purpose & Positioning - Provide a dual-layer tactical experience - an RTS feel from Halo Wars with XCOM-level tension.



Core Gameplay Loop :

- Core Loop will contain : Command Map -> Deploy Squad -> Tactical Bubble -> Extract & Reward -> Upgrade & Repeat.

Unique Mechanic: **Command Relay Network** - units you've placed on the map provide bonuses/pre-positioning to tactical missions (similar to halo out-post defense boosts + x-com avatar tracking).



Feature Design #1 - Strategic Command Layer :

1. Purpose & Player Goals

- **High-level decision-making:** Choose which contested zones to attack or defend.
- **Resource management:** Allocate Nanotech, Alloy, and Intel to build structures, field squads, or research new tech.
- **Territory control:** Capture relay nodes to extend your "Command Relay Network" bonus radius.

2. Core Mechanics

1. Planetary Grid Map :

- Honeycomb-style hex grid overlaid on planet surface.
- Each hex can host one forward base, relay tower, or resource node.

2. Zone Actions :

- **Capture:** Tap a neutral/enemy node → choose "Deploy Squad" or "Bombardment" (costs Intel).
- **Fortify:** Upgrade your node's defenses (turrets, energy shields).
- **Link:** Connect adjacent nodes via "relay links" that boost tactical-run bonuses (e.g. +10% squad movement range).

3. Fog of War & Intel :

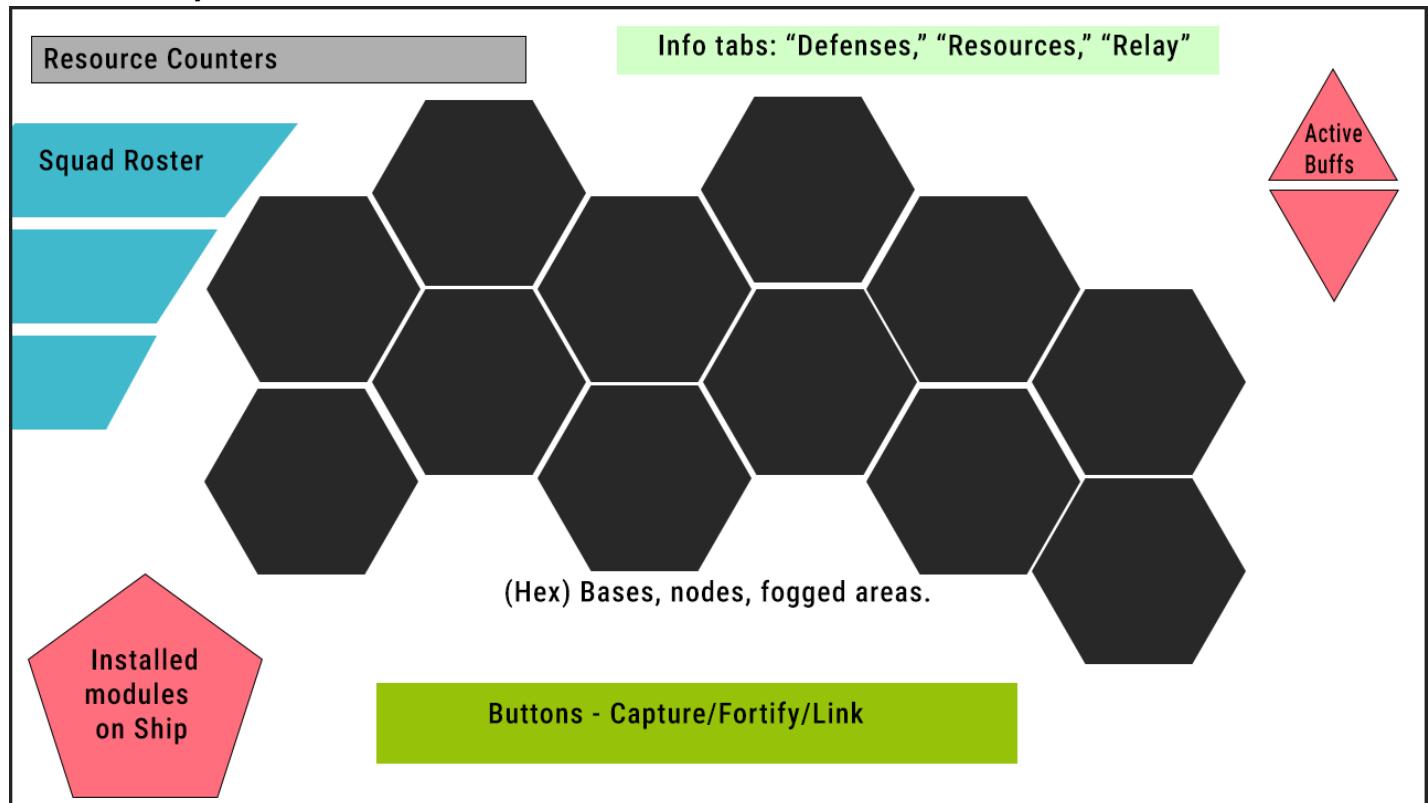
- Unexplored hexes are blacked out.
- Reveal them by sending scouts (auto small cost) or building Intel Towers.

3. Progression & Upgrades

- **Node Tiers (I-III):** Higher tier unlocks passive buffs (e.g. regen, vision radius).
- **Base Modules:** On your Command Ship you can slot "Research Lab," "Drone Bay," "Shield Generator," each unlocking global abilities (Orbital Strike, Recon Drones, Energy Field).
- **Seasonal Objectives:** Complete weekly challenges on the command map to earn exotic resources.



Mockup :



Feature Design #2 - Tactical Squad Combat :

1. Purpose & Player Goals

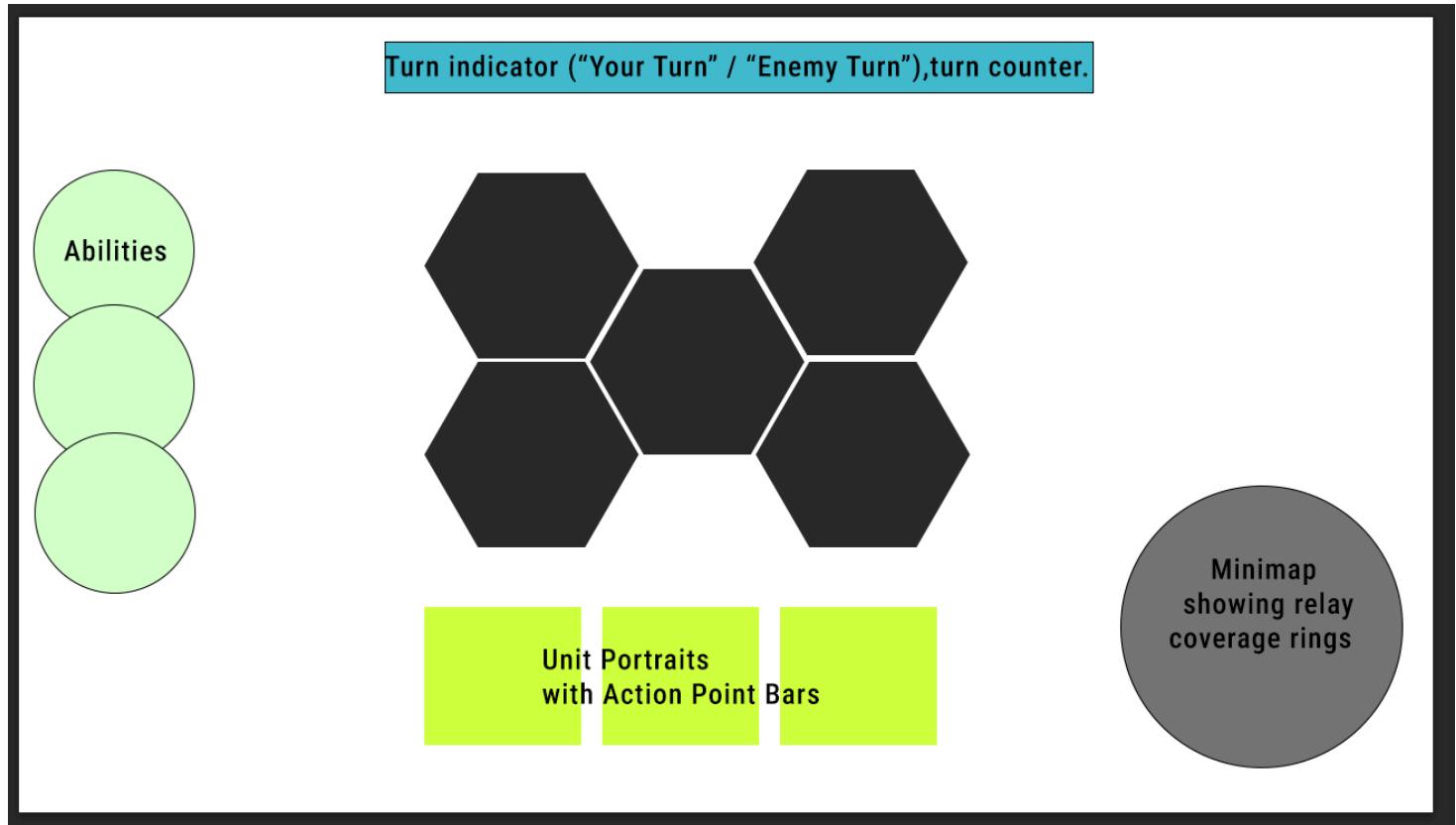
- Engaging micro-tactics: Emulate XCOM's tension in short, sharp encounters.
- Synergy with macro layer: Position squads near relay nodes to get in-mission buffs.
- Variety of mission types: Assault, defense, rescue, sabotage.

2. Core Mechanics

- **Turn-Based Actions**
 - Each unit has Action Points (AP): Move (1 AP per tile), Attack (1–2 AP), Special Ability (cost varies).
- **Cover & Verticality**
 - Three cover states: Full cover (blocks 100% of frontal shots), half cover (50%), no cover.
 - Elevated positions give +20% accuracy but expose silhouette to enemies.
- **Abilities & Combos**
 - **Grenadier:** Throws explosive → area-of-effect damage.
 - **Assault Specialist:** Can dash 2 tiles and chain melee push that knocks enemies back.
 - **Sniper:** High-damage shot that can "mark" a target; marked units take +25% damage from next ally shot.
 - **Drone Support (Relay-tied):** If squad is linked to a relay node, you can call a 1-turn Recon Drone for vision or a 2-turn Orbital Strike for heavy damage.

3. Progression & Upgrades

- **Squad XP & Class Mastery:** Level up each class to unlock passive talents (e.g. "Grenade ricochet," "Silent step").
- **Gear Loadouts:** Equip armor modules (extra AP), weapon mods (+crit chance), utility (smoke grenades, medkits).
- **Permadeath Toggle:** Optional "Rookie Mode" lets you keep fallen units for narrative impact.

Mockup :

Feature Design #3 - Unit Research System :

1. Purpose & Player Goals

- **Customization & investment:** Give players choices about their favorite classes and tech paths.
- **Long-term goals:** Keep mid-core players engaged via unlock trees and cosmetic rewards.

2. Core Mechanics

1. Research Tree

- **Branches:**
 - **Combat Tech:** Improved weapons, armor, special ammo types.
 - **Command Systems:** Faster relay link build time, longer buff radius.
 - **Support Ops:** Drone upgrades (recon duration, strike power), med-unit revives.
- **Nodes:** Each node costs Alloy & Intel, unlocks 1–2 passive buffs or units.

2. Unit Customization

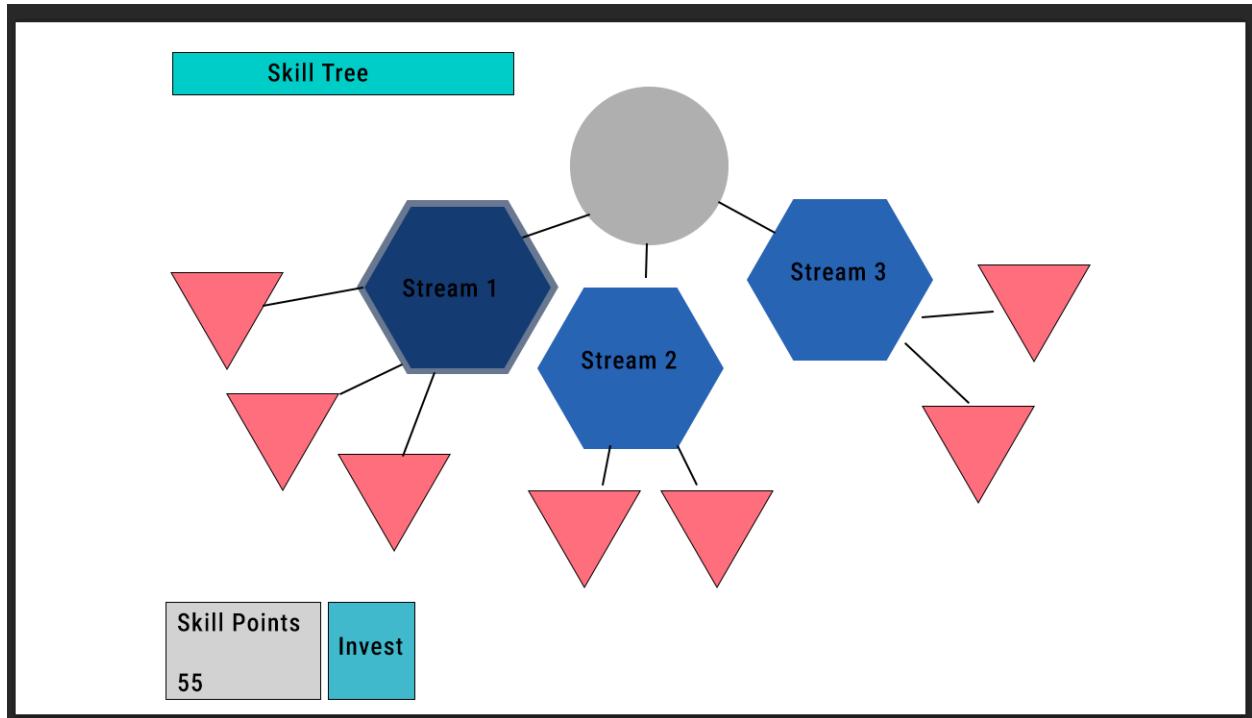
- **Loadout Screen:** Before each tactical mission, choose up to 4 units, equip gear from your inventory.
- **Skins & Emblems:** Earned via missions or bought—purely cosmetic, visible on the battlefield and on the map.

3. Global Commander Rank

- **XP accumulates across all missions;** ranks unlock new skills you can slot on any squad (e.g. "Precision Strike," "Tactical Withdrawal").

3. Progression & Upgrades

- **Tiered Research Milestones:** Requiring you to complete specific missions or challenges to unlock higher tiers (e.g. "Win 5 stealth missions to unlock Phase II tech").
- **Gear Crafting:** Scrap unwanted loot to craft higher-rarity mods or ammo types.



Mockup : Skill Tree

Feature Design #4 - Base Management & Economy :

1. Purpose & Player Goals

- **Home Hub & Forward Presence:** Give players a persistent base (the Command Ship) and expendable field bases on the map.
- **Economic Engine:** Drive resource acquisition and spending to support both strategic and tactical layers.
- **Strategic Depth:** Force trade-offs between building defenses, researching tech, and fielding larger squads.

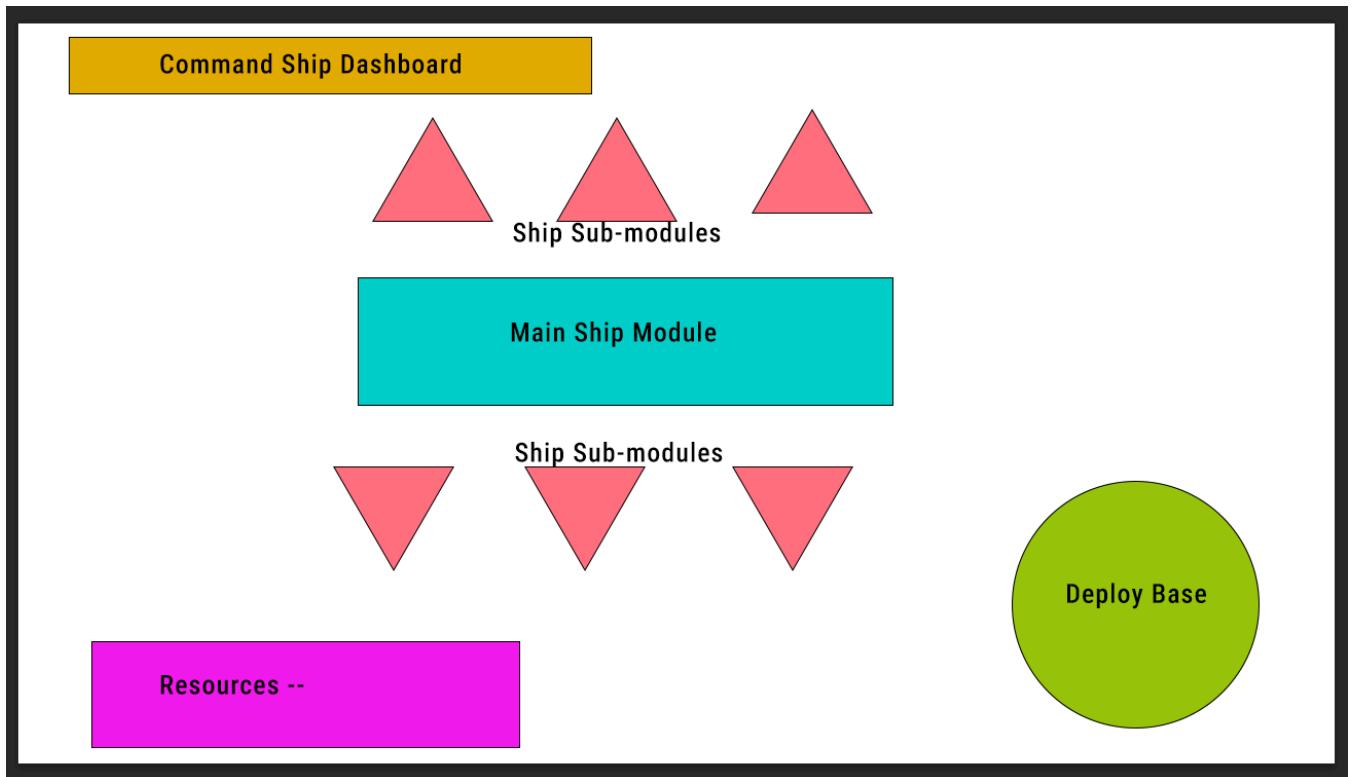
2. Core Mechanics

- **Command Ship (Home Hub)**
 - a. **Modules Slots (4):** Player installs modules such as Research Lab, Drone Bay, Shield Generator, and Market Hub.
 - b. **Module Abilities:**
 - i. **Research Lab:** Unlocks higher-tier Research Tree nodes.
 - ii. **Drone Bay:** Grants additional Recon/Strike charges per mission.
 - iii. **Shield Generator:** Provides 5% damage reduction to all deployed squads for first turn.
 - iv. **Market Hub:** Allows trading Intel for Alloy at fluctuating rates.
- **Field Bases**
 - a. **Deployment:** Spend Intel + Nanotech to deploy at any captured relay node.
 - b. **Functions:** Each base can host one of three structures -
 - i. **Extractor:** Generates 10 Alloy/hour.
 - ii. **Intel Tower:** Generates 5 Intel/hour and reveals adjacent hexes.
 - iii. **Defense Turret:** Automatically shoots at enemy squads passing through.
- **Resource Types & Flow**
 - a. **Alloy:** Primary building material—used for modules, turrets, and gear crafting.
 - b. **Nanotech:** Used to deploy and upgrade field bases, fuel special abilities.
 - c. **Intel:** Action currency—captures nodes, researches tech, calls in orbital strikes.
- **Maintenance & Decay**
 - a. Field bases require periodic "resupply" (small Alloy cost) or they begin to decay (-5% output/day).

- b. Encourages active map rotation and upkeep.

3. Progression & Upgrades

- **Module Leveled:** Each Command Ship module can be leveled 1–5, unlocking stronger effects or reduced cooldowns.
- **Field Base Upgrades:** Up to Tier III—at higher tiers, Extractors double output, Intel Towers gain scanning drones, Turrets gain EMP rounds.
- **Dynamic Events:** Occasionally, contested zones spawn “Resource Rush” events—boosted output but contested by NPC raiders.



Sample Mission Walkthrough (& Level Design) :

Mission: "Operation Emberfall"

1. Briefing (UI Popup)

- **Fictional Intel report:** AI insurgents power up an Emberfall reactor. Must infiltrate and collapse it to slow their advance.
- **Objectives Highlighted:** Primary (Destroy Reactor), Secondary (Rescue Scientist), Optional (Survive ≤ 10 turns).

2. Phase 1: Command Map Preparation

- **Select Squad (4 slots):** Drag units from roster into mission panel.
- **Link Relays:** Ensure proximity to at least two relay nodes to unlock an orbital strike.
- **Loadout Screen:** Equip medkit and EMP grenade.

3. Phase 2: Tactical Infiltration

- **Map Layout:**
 - 12x10 tile grid, central reactor room, two side corridors.
 - Cover: crates (half cover), walls (full cover).
 - Hazards: Periodic plasma vents that deal 2 HP if you end your turn on them.
- **Enemies:**
 - 3 Hover Drones (patrol corridors).
 - 2 Sentinel Mechs (stationary guard in reactor room).
 - 1 Engineer Drone (launches temporary energy shield around mech).
- **Special Rules:**
 - After turn 5, reinforcements arrive: +2 Hover Drones.
 - EMP grenades disable 1 Turret for 2 turns.

4. Phase 3: Extraction

- **Extraction Point:** Marked by a beacon on the north edge.
- **Escape Window:** Must reach within 10 turns or mission fails (reactor self-destructs).
- **Optional Route:** Lower-plasma duct bypass (costs extra turn but no enemies).

5. Rewards & Debrief

- **Primary:** 200 Alloy, 100 Intel, +2 Commander XP
- **Secondary (Scientist Rescue):** +1 Global Research Bonus (+5% research speed for next mission)
- **Optional (Stealth):** Unlock "Shadow Cloak" Grenade ability.
- **Post-Mission Screen:** *XP bar, loot roll (chance for rare gear), link-bonus summary (e.g. "Orbital Strike used: +25% damage").*

Monetization Strategy :

1. Core Model: Free-to-Play (F2P)

2. Monetization Touchpoints

- **Energy System ("Command Points")**
 - Each mission costs 1 CP, max 5 CP.
 - CP refills 1 point every 15 minutes or via ad.
 - IAP Packs:
 - 50 CP for ₹299
 - 120 CP + 10% bonus for ₹599
- **Cosmetic Store**
 - Commander Skins: Halo-inspired armor sets (e.g. "Cerulean Warden") priced 100–500 coins.
 - Squad Emblems & Banners: 50 coins each.
 - Limited-Time Event Themes: Seasonal bundles (Halloween, Winter Tech).
- **Gacha "Tech Crates"**
 - Contains random cosmetic gear or minor XP boosts.
 - 1 crate = 20 coins; 6 crates = 100 coins (₹199).
- **Ads**
 - Rewarded Videos: 50 Intel, 1 CP refill, +10% XP boost.
 - Interstitials: Between non-combat screens (opt-out for IAP subscribers).

3. Metrics & KPIs

- **ARPU / ARPPU:** Track per region to optimize pricing tiers.
- **Conversion Rate:** % of daily active users making ≥ 1 purchase.
- **Retention & LTV Cohorts:** Measure Day 1/7/30 retention vs. spend.
- **Ad Engagement / eCPM:** A/B test ad placements to maximize view rates without hurting retention.

Game Economy & Balance :

1. Progression Curve

- **Commander Levels 1–50:** XP needed grows exponentially (e.g. Level 1→2: 100 XP; 49→50: 50,000 XP).
- **Squad Gear Tiers I–V:** Crafting costs + resource investments double per tier.
- **Research Tree Tiers:** Require completion of milestone missions and resource gates.

2. Resource Flow Diagram :

Missions → Intel → Research → New Units → Tougher Missions → Alloy/Nanotech → Base/Module Upgrades → Repeat

3. Balancing Hooks

- **Dynamic Difficulty:**
 - If player win rate >80% over last 5 missions → AI gets +1 enemy per mission.
 - If win rate <40% → reduce enemy AP by 1 or give player extra CP.
- **Soft Currency Sink:**
 - Base maintenance costs scale with the number of field bases to prevent hoarding.
 - Seasonal "Upgrade Events" offering discounted research node costs but limited time.

4. Risk vs. Reward

- **Optional Objectives:** Offer higher rewards but add turn/time constraints.
- **Hard Mode Toggle:** Increases enemy AI accuracy by +15%, unlocks exclusive cosmetics.

Retention Strategies & Live Ops :

1. Daily & Weekly Engagement

- **Daily Login Rewards:**
 - Day 1–3: +50 Intel each
 - Day 4–6: +1 CP refill each
 - Day 7: Legendary cosmetic shard
- **Weekly Elite Ops:**
 - Challenging, rotating mission with unique modifiers (e.g. "No relay buffs" or "Double enemy health").
 - Rewards: exclusive skins, large resource packs.

2. Social & Community Features

- **Alliances:**
 - Form guilds of up to 20 players—share Intel, donate Alloy, co-op "Alliance Raid" missions.
 - Alliance Leaderboard & seasonal rewards.
- **PvP Skirmish Events:**
 - 1v1 timed assaults on player-built forward bases.
 - Ranked matchmaking, seasonal brackets, end-of-season rank titles.

3. Live Events & Limited-Time Modes

- **Global Events:**
 - E.g., "AI Uprising" – all players see a special map with unlimited CP for 2 hours, compete for top score.
- **Time-Locked Modes:**
 - "Stealth Run": Escort VIP without detection.
 - "Survival Wave": Endless waves of enemies until squad wiped.

4. Notifications & Re-Engagement

- **Smart Pushes:**
 - "Your CP is full, launch a mission now!" – "Elite Ops mode ending in 1 hour"
 - Email Summaries: Weekly summary of top performance, available rewards, upcoming events.

Technical Specs & Requirements :

- Engine: Unity or Unreal Mobile
- Target Device Specs: devices with ARM A-series, min 6 GB RAM, iOS 15 / Android 12+
- Build Size Goal: under 5 GB including assets
- Network: intermittent online required for alliance & missions (offline tactical permitted)

Art, Audio & Visual Style Guide :

- Art Direction: low-poly sci-fi with semi-realistic lighting (Halo aesthetic)
- Sound Design: cinematic orchestral for grand strategy, electronic pulses during combat
- Music Themes: base theme slow & stately; mission theme intense, tactical percussive
- Accessibility Notes: high-contrast icons, legible HUD text, optional colorblind-friendly UI

Appendix & Extras

- Stat Sheets: unit HP, damage, speed, cost, unlock level (in table format)
- Terminology Glossary: Intel vs Alloy, Command Link vs Tactical Bubble, etc.
- Storyboard/Flowchart Reference: for developer handoff, player flow mapping