

Operative N_o 2

[Tentative Emergency {Rushed} “0h fcuk t3h s3rv3rz d0wn”]

Design Document

Outline:

The player is taken to the boredom of the high school classroom. With a blank piece of paper in front of them and a little bit of magic we all wish we could have had, they can create the ultimate top-down gaming experience. The player builds levels of their own design and then plays through them or sends them to friends.

Movement and Game Play:

W – Forward

S – Backward

A – Left

D – Right

E – Enter Vehicles

Q – Switch Weapon

Left Mouse – Fire Weapon

(see figure A)

The Mouse cursor will look like a small aimer on screen determining where the player is aiming their weapon. Once fired, rounds from the weapon will continue past the location of the aimer. Thus, it can be placed in front of or behind the target being fired at as long as it is in line with the player. (see figure B)

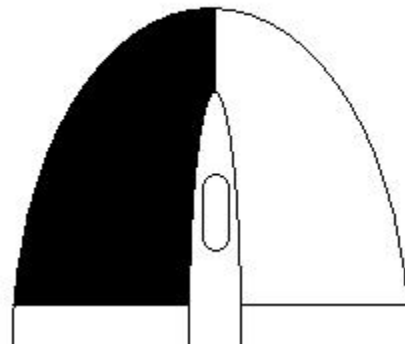
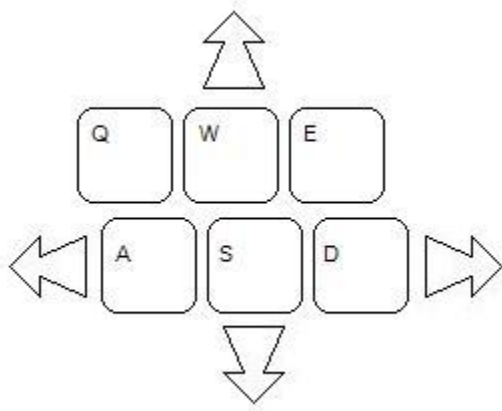


Figure A

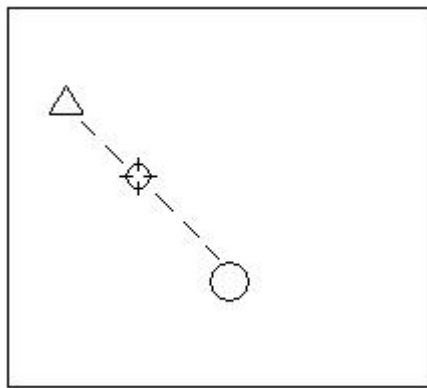


Figure B

Enemies will have rudimentary A.I. Some will stand stationary until the player comes within sight and range then fire. Others will patrol and then react in the same way.

Buildings will be considered indestructible and impenetrable for the purposes of this game.

In the first build, the only vehicle will be the tank. More may come in expansion downloads.

An empty tank will look more or less like the one pictured in diagram 1A. A tank occupied by an enemy will have the enemy's icon above the turret and when you occupy a tank, your icon will be above the turret. (see diagram 1A)

Trees are represented by diamonds. Depending on how densely the trees are packed determines whether or not the player can fire through them.

Weapons:

Pistol

Automatic Rifle

Sniper Rifle (has red line going from player to end of screen [past cursor target])

Rocket Launcher (has green line works like red line)

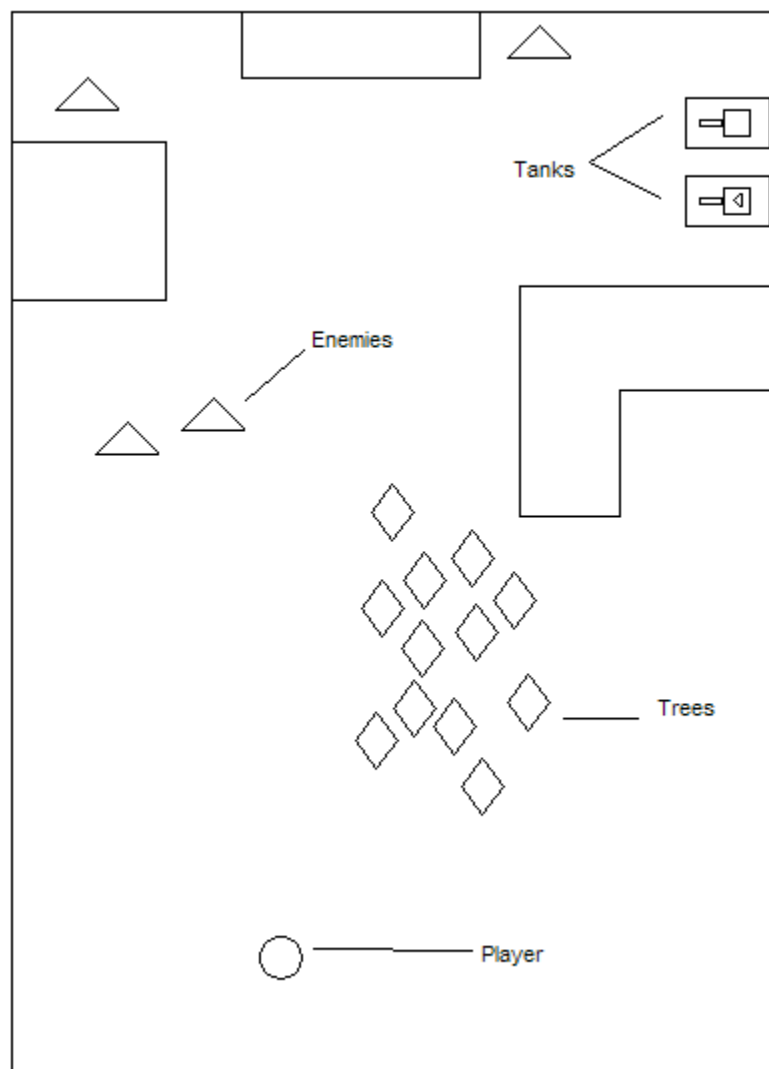


Diagram 1A

During Game play the HUD will show the number of lives remaining, the players health, the players weapons, and the players ammunition level. The HUD will remain static as the character moves. Health (the squares) and lives (the number) will be displayed on the bottom left while weapons (pictures) and ammo (the bar) will be on the bottom right. (See Figure C)

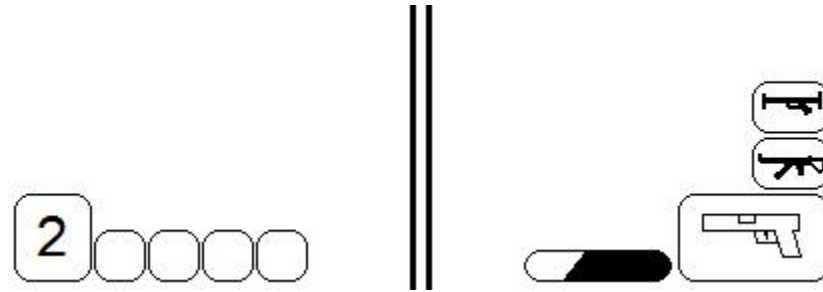


Figure C

There will also be “Objective” objects in most maps. All objective objects will use the same picture. I was thinking like a diamond within a square or something simple like that. You go up to it and press the “action button” (enter vehicle button) and it will dissappear. In a map where killing all enemies is not the objective then activating all the objective objects wins the game. You can make up what the objective objects symbolize, they could be secret documents you are capturing or a switch to turn off a generator, whatever.