

Brigade Operations (Brigade Ops)



What is Brigade Ops?

- Brigade Ops simulates modern combat between two opponents of equal abilities.
- Maneuver units are Companies and Platoons.
- Brigade Ops is meant to simulate tactical decision-making at the brigade level.
- The game is suitable for teaching tactical decision-making and problem solving.

Game Concept

- Single player hotseat. Hotseat means that both players use the same computer to play the game.
- 2d graphics.
- Minimal sound.
- Easy to play and understand.

Game Overview

- Playable in a browser over the internet or LAN.
- The player makes the appropriate level of decisions.
- Low hardware requirements.
- Low network requirements.
- NOT a 3d game.
- NOT a first-person shooter or side-scroller.

Gameplay

- Brigade Ops is played on a 2d map which is overlaid with a hexagonal grid.
- Players choose a scenario which gives them the information they need in order to play the game. For example mission objectives, enemy and friendly forces, etc.
- The hex grid is used to control movement and combat.
- Players take turns moving their units and attacking enemy units.
- At the end of four turns the game ends and a winner is determined.
- There are two sides Bluefor which stands for Blue Forces (Blue).
- Opfor which stands for Opposing Force (Red).

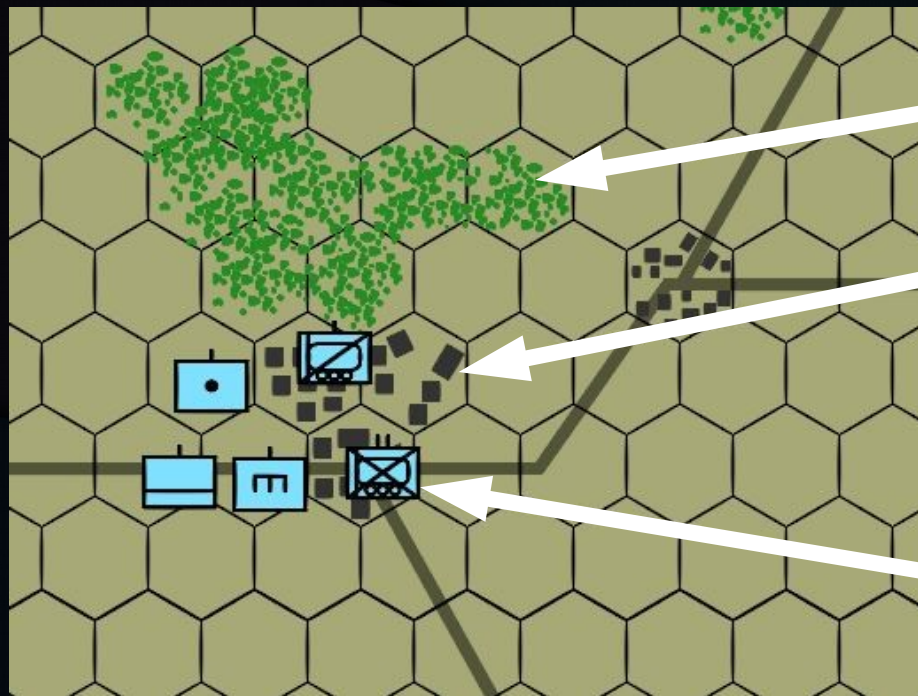
Technical Goals

- Playable on any operating system.
- Only playable over a LAN or Internet connection. Using a client and a server.
- Must be compatible with all the major browsers, Chrome, Opera, Firefox, IE, etc.

Game Assets

- All images should be in jpg or png format.
- Sound (to be determined)
- Animations (to be determined)
- Map image jpg or png format.
- Unit icons jpg or png format.
- Game markers jpg or png format.
- Terrain File which specifies the map image and terrain data.
- Scenario File which includes unit data, and player information needed to play the game.

Map and Bluefor Units



Wood Hexes

Town Hex

This screen shot shows five Bluefor units. All of the unit icons are using NATO symbols.

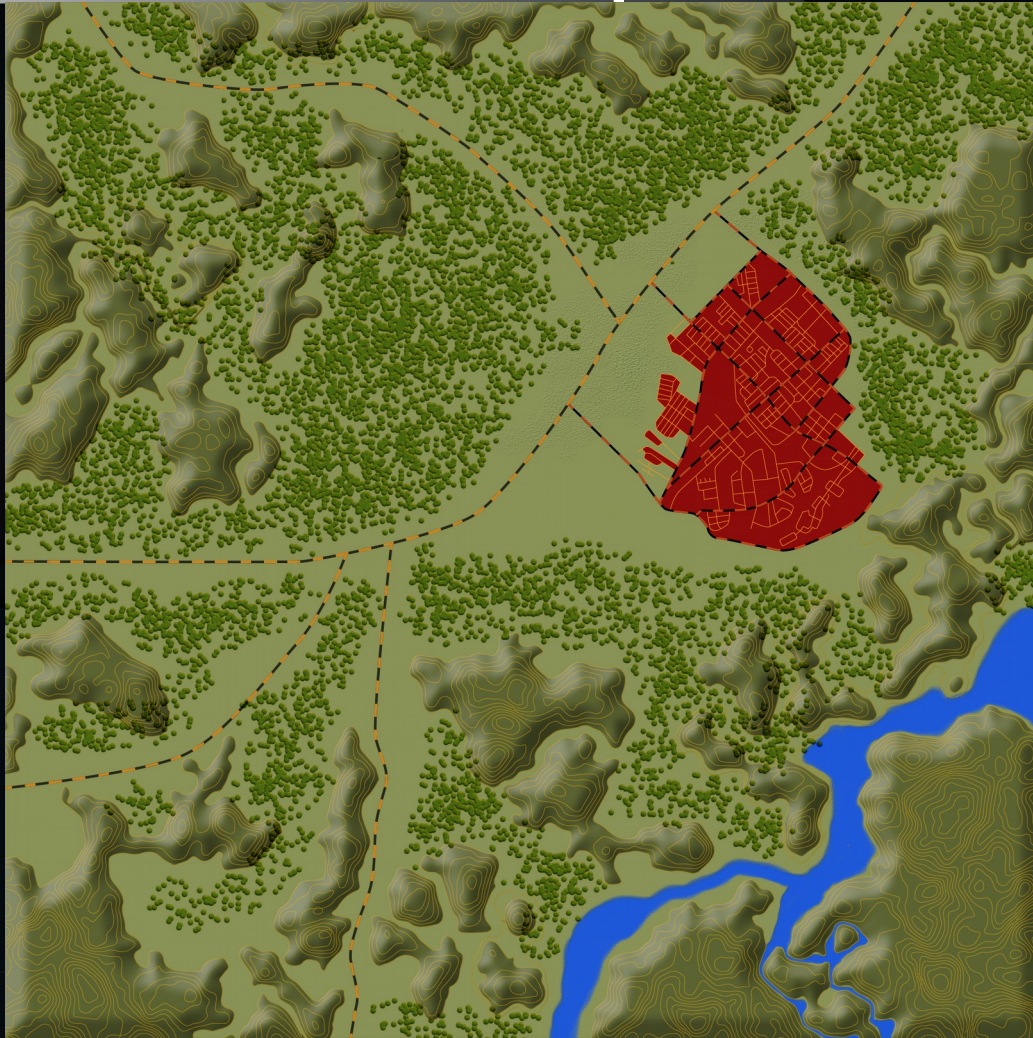
Map and Bluefor/Opfor Units

Bluefor units are in the shape of a rectangle and colored blue.

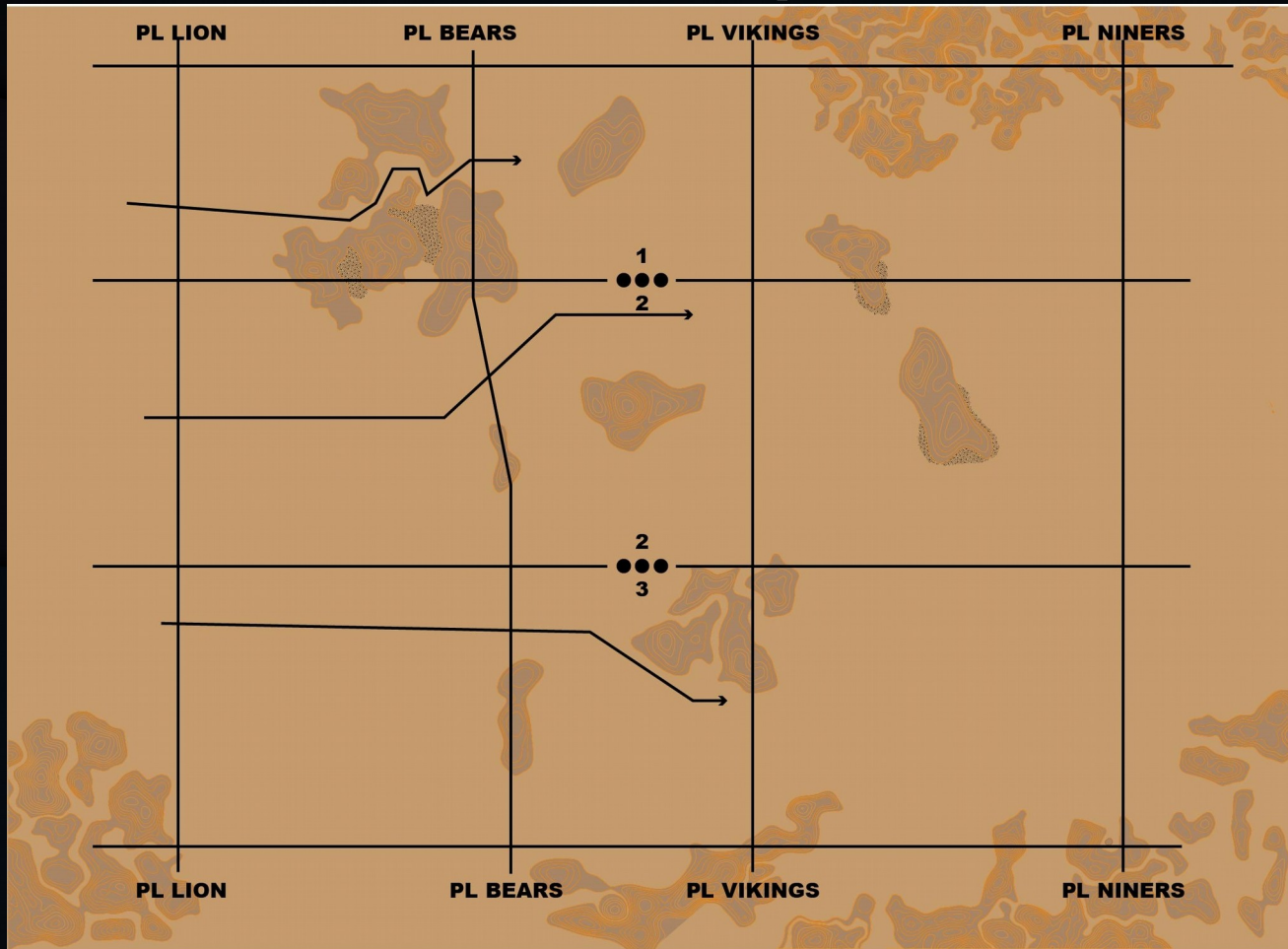
Opfor units are in the shape of a diamond and colored red.



Map



Map



Examples

- The link below is an example of what Brigade Ops should look like, but with some differences.
- <https://www.youtube.com/watch?v=jjxWos7i4IA>

Development Software

- Javascript is the language of choice for this project mainly because it is the language most used on the internet.
- Phaser is A FREE game development framework for Javascript and provides all the functionality for a 2d game.

Prototype

- The minimum version of the program.
- Simple movement and combat.
- Should not take more than two or three months to code.
- Determine if the Phaser game library is useable for future versions of the program.
- Determine additional resources that may be required for the next version of the program.
- Learn lessons that can be applied to future versions.

Minimum Viable Product

- The MVP version should be good enough to show to potential customers.
- Significantly more development time.
- Should include all core functionality and a more detailed model.
- Game art should be professionally done.
- Must include three to five different scenarios.

Contact Information

- Vincent 'TJ' Taijeron (taijeronv@gmail.com)