**Global Operation**

GDD102

Canadore College

**1. Game Overview**

**1.1 Game Concept**

* A powertrip FPS game that the more you kill the more powerful you will become

**1.2 Genre**

* The Genre is would be a action, FPS

**1.3 Target Audience**

* We plan to have a more casual audience but add challenges to reach a more hard core audience.

**1.4 Game Flow Summary**

* The should be moving around in firth person and should feel powerful while playing

**1.5 Look and Feel**

* Refer to 1.24

**1.6 Gameplay and Mechanics**

* Refer to 1.12

**1.7 Game Progression**

* Level-Based Progression
* Metroidvania

**1.8 Mission/Challenge Structure**

* Mission will be an amount of enemies you will have to kill or reaching an objective
* Challenges will come in the form of completing the missions

**1.9 Puzzle Structure**

* There will be no puzzles.
* Very straight forward objective based story

**1.10 Objectives**

* The objective of the game will be to slay as many enemies as possible and to complete missions and upgrade gear.

**1.11 Play Flow**

* The flow of the game should feel smooth with the upgrades the player should barely notice the rising amount of enemies and difficulty.

**1.12 Mechanics**

* Enemies react to players gunfire and move to player to kill
* Possibly some stealth aspects during missions
* The player has the option to kill all enemies quietly without alerting other enemies.

**1.13 Physics**

* The game will use real life physics to immerse the player into the gameplay.
* Refer to 1.21

**1.14 Movement In-Game**

* The movement should feel fast and smooth with upgrades to improve it.

**1.15 Objects**

* Object will be picked up by standing near them and clicking the prompt on screen

**1.16 Combat**

* Refer to 1.12

**1.17 Economy**

* Currency obtained during killing enemies, completing objectives and completing missions.
* Possible bonus challenges during missions to get more currency (Example: Kill 3 enemies using melee)

**1.18 Screen Flow**

* Cutscenes to help progress story and immerse the player

**1.19 Game Options**

* Options for controls (remappable keybinds and sensitivity slider)
* Audio mixing settings (master volume, SFX volume, music volume)

**1.20 Replaying and Saving**

* Autosave checkpoints

**1.21 Cheats and Easter Eggs**

* None as of yet
* Possible funny cheats when completing the story to replay the game with different physics options

**1.22 Story, Setting and Character**

* Setting is a futuristic cyber world (Not earth)
* Story is about a soldier trying to stop an enemy force from overthrowing the authorities and ruling the world.

**1.23 Story and Narrative** – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

* Refer to 1.22

**1.24 Game World**

* The World would be a futuristic cyber type world to expand on the upgrades and weapons.

**1.25 General Look and Feel of World**

* Futuristic type world
* Dark and heavy feel

**1.26 Areas**

* Areas would be places you'd find in the real world like abandoned complexes

**1.27 Characters**

* TBD, abilities involve their cybernetic upgrades.
* 3 subclasses with separate upgrade paths to allow players to fit their playstyle.

**1.28 Levels**

* Levels will be basic and open with different levels allowing movement throughout the level.

**1.29 Training Level**

* The Training level will be very basic, not too long or dragged out. Then a brief tutorial about upgrades.

**2. Technical**

**2.1Interface**

**2.2 Visual System**

* The HUD will have ammo and mission objectives
* The camera will be first person

**2.3 Control System**

* Standard W,A,S,D controls
* Keybinds option to allow player to chose controls they like (see 1.19)

**2.4 Audio, Music, Sound Effects**

* Music would be fast and should make you feel energetic.
* Audio and sound effects will match the world you're in.

**2.5 Help System**

* HUD with a mission objective to help guide the player.

**2.6 Artificial Intelligence**

* Refer to 2.7

**2.7 Opponent and Enemy AI**

* Enemy AI will be very basic but there will be a lot of enemies to overrun the player to add challenge.

**2.8 Non-combat and Friendly Characters**

* Will only be used to give challenges and quests.

**2.9 Support AI**

* Support AI will not be present during missions

**2.10 Technical**

* Refer to 2.11

**2.11 Target Hardware**

* PC

**2.12 Development hardware and software**, including Game Engine

* Will most likely be on Unity or Unreal.

**2.13 Network requirements**

* Singleplayer, offline game

**2.14 Game Art**

* The assestic would be a neon theme and most likely just the basics