
DESERTER

WW1 TOP-DOWN SHOOTER

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OVERVIEW

Shellshocked is a fast-paced top-down shooter set during two of the bloodiest battles of the first world war. The player is a British soldier who has given up on the war and wants to escape. But the soldier is caught in No Man's Land. The soldier has to travel the length of the western front whilst avoiding being caught between the two sides. Both sides threaten to kill him for opposition or desertion. The soldier will manage to reach the sea and in the last level must escape out onto the english channel and attempt to return to the British Empire.

TARGET PLATFORM:

The game will only be available on PC.

VISUAL STYLE:

ENVIRONMENT



SETTING

The game will be set midway through the first world war, in 1916, on the western front during both the battle of Verdun and the battle of the Somme.

VERDUN

The location of Verdun will be used throughout the first half of the game.



SOMME

The location of the Somme will be used throughout the second half of the game.



NO MAN'S LAND

The bulk of the game's environments will be set in the No Man's Land between the French/English lines and the German lines in the north of France, 1916.



TRENCHES

These will change the dynamic of the game, creating a tense, difficult segment of close quarters combat. Trenches will appear periodically throughout the game to help split up the segments of wide open no man's land battles.



LADDERS

Ladders allow access from the trench segments to the no mans land above.



AUDIO STYLE:

lots of overlapping sounds to make the player feel in the midst of utter chaos.

STARTING OUT

GAME START - MAIN MENU

Simple menus.

GAME START AND INTRO

Players division hit by artillery fire. Player is only survivor.

IN-GAME HUD AND MENUS

Simple inventory on side of screen. Pause menu. Firing line appears when character aims.

USER INTERFACE

MAIN MENU

Simple menu

IN-GAME HUD

Simple inventory

Health bar

Firing line for weapons and grenades

GAME OVER SCREEN

Character death animation followed by crimson overlay filter.

LEVEL SELECTION

Ten levels or so.

LEVEL TYPES:

LEVEL LIST:

Intro

Verdun

Somme

Finale

GAMEPLAY

MECHANICS:

PICKUPS

KNIFE

The knife will provide the player with a short range melee attack



BAYONET

The bayonet will only be useable if the player has a rifle. The bayonet acts as an upgrade for the rifle allowing the player to use a strong melee attack.



PISTOL

The pistol is one of the players basic attacks.



SHOTGUN

The shotgun is a strong close range weapon.



RIFLE

The rifle is a more precise weapon that can be upgraded with a bayonet.



TORCH

The torch will allow the player to have minimal vision in dark areas and night time levels.



RATS

Rats will run around the battlefield. The rats can trigger landmines and be killed with gunfire.

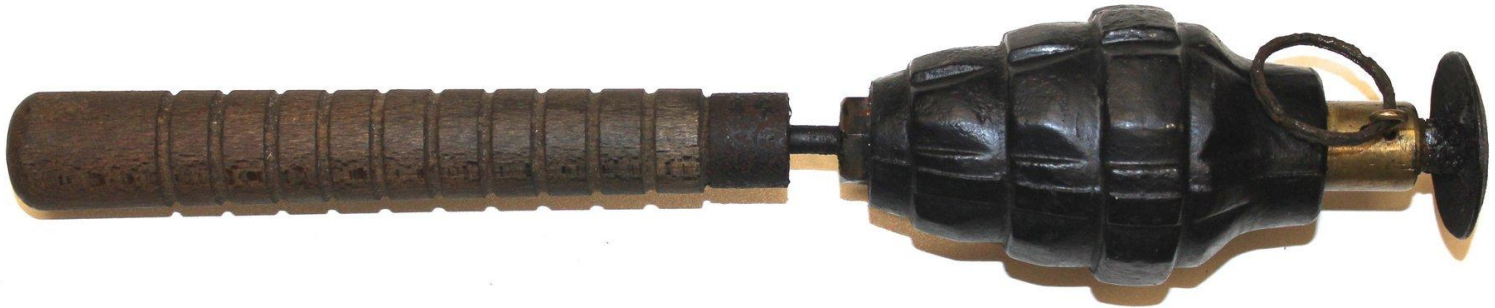
FIELD DRESSING:

As the player takes damage the character will slow down.
Field Dressings repair lost movement speed.



GRENADES

Grenades are very limited. The player can throw these to create an explosion that kills whatever is caught in the radius. It completely obliterates rats.



GASMASK:

The player can use these to pass through areas of gas. Does not protect against Mustard Gas but slows it's damage.



HAZARDS

LANDMINES

Landmines will explode upon contact, killing whatever touched it.



BARBED WIRE

Barbed wire slows movement significantly.



FIREFIGHTS:

These are lines of gunfire between both sides of the battle. The player will have to dodge these by using cover and timing their movements.

GAS

Gas will gradually kill and actor within its radius without a gasmask.

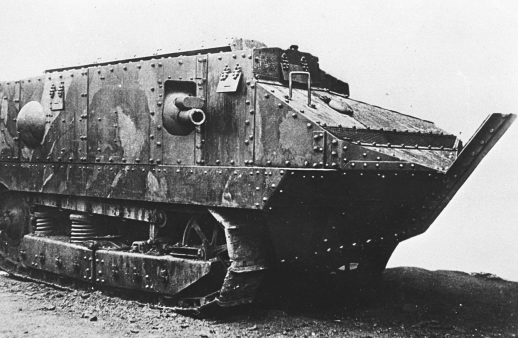
Also obscures visibility



MUSTARD GAS:

These are yellow patches of gas that negate the effect of the gas mask.





TANKS:

Occasionally these will pass through no mans land crushing any actors caught in its path.



WGB-GW-108

Mark IV (male), British WWI tank



ARTILLERY

Artillery causes explosions on the battlefield that kills any actors caught within its radius.

WINNING THE MATCH

Reaching the end of the level.

ASSETS

CHARACTERS

- Player
 - German Soldier
 - French Soldier
 - English Soldier
 - Rat
 - Tanks
-

WEAPONS

- Knife
 - Rifle
 - Rifle with Bayonet
 - Pistol
 - Grenade
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EQUIPMENT AND UPGRADES

- Field Dressings
 - Torch
 - Gasmask
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