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Assignment Title: Your Game Idea: Game Design Document

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3,084 Words

For this Assignment I must construct a comprehensive Game Design Document based on my initial Pitch Presentation from Assignment 1. I am to further explain my ideas, which I could use as a blueprint in my final year of studies.

(I will only show British and French Weapons and Uniform due to word count).

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Section 1 – Title Page:

1.1: The games Title will be called “Redcoats: The Road to Waterloo.”

Section 2 – Game Overview:

2.1: The Games Concept.

The concept of my game idea is to play as a soldier on the British side of varying major battles throughout Europe and America during the Napoleonic era. Playing in various environments such as Snowy American frontlines, to Dense European forests, to Dry Spanish terrain. The player will face many Victories and Defeats throughout their campaign against Napoleonic forces, and many powerful adversaries of the time, these being French, Spanish, American, and Prussian forces.

2.2: The games Genre.

- **A Realistic First-Person Tactical Military Shooter**
- **Action, Strategy, and Simulation.**

2.3: Target Audience and Platform.

The Target Audience for this game will primarily be players aged 18+, and players who enjoy historically accurate, immersive, and tactical gameplay.

- **Historical Enthusiasts:** Players who enjoy detailed and historically grounded experiences set in the Napoleonic Era.
- **Tactical Shooter fans:** Players who enjoy precision, strategy, and team dynamics.
- **Fans of Realism and Immersion:** Players who appreciate intricate details, such as physics, world design, accuracy/historical accuracy, simulation, and realism.
- **Story-driven Players:** Players who enjoy an engaging story and well-crafted characters.
- **PC, Xbox Series X/S, PS5:** This is due to the game being focused on realism which requires powerful current gen computers and consoles.

The Target Audience is rated 18+ because of the Mature themes such as violence, gore, and death. This age rating is appropriate as it ensures that the game is intended for ages who can handle these mature subject matters, and it excludes younger audiences who may find the subject matter of violent warfare too disturbing.

2.4: PEGI Rating.

The game will be rated PEGI 18 due to:

- Realistic violence, realistic warfare, weaponry, and battlefield gore such as body dismemberment from cannons and explosions, stab wounds from bayonets, wounds from musket shots, and lots of blood.
- Mature themes such as death, war, and survival.

2.5: Game flow:

The game follows a mission-based structure, slow paced combat due to musket reload speed and lack of bullet trajectory from muskets, players will progress through historically significant battles with each mission having a blend of chaotic warfare, tactical combat using different firing positions and team formations, resource management as the player has limited ammo and supplies which can be picked up from dead soldiers, given to or from teammates or collected at bases, and strategic decision making either beforehand, during, or after combat.

2.5.1: Summary of the above text.

- **Slow paced combat**
- **Mission based structure.**
- **Chaotic warfare.**
- **Tactical combat.**
- **Resource management (Limited ammo, grenades, supplies).**
- **Strategic decision making.**

2.6: Look and feel.

2.6.1: Visual Style:

- Realistic Historical accuracy: Historically accurate weapon designs, uniforms, and battlefields from the era.

Examples of historically accurate British uniform and weapons below:

Infantry [1]:



Musket [2]:



Spadroon [3]:



Baker Pistol [4]:



- Dynamic lighting with Day-Night cycle, with darker lighting or dark shadows reducing the players visibility.
- Highly detailed textures, blood, gore, and environmental damage.
- Depressing/Sad Somber colour pallet with dark and dull greys, greens, browns, and blues.
- Gritty and weathered textures for showing wear and tear.



[5]

2.6.2: User Interface (UI).

- The user interface will be minimalist, only showing valuable information such as ammo count, black powder remaining, compass, health remaining, grenades, current weapons held, and bandages.
- The HUD will be dynamically shown, when necessary, this can be either when reloading, switching grenades or weapons, getting shot at, taking damage, or aiming down sights.

2.6.3: HUD Customization.

To Enhance the players immersion and customization of their User Interface the UI will offer 3 modes for the player, these being:

- **Dynamic HUD:** This will be the Default HUD which displays information only when Necessary.
- **Constant HUD:** When turned on, all the HUD information will be displayed and will not turn off unless the player switches it off.
- **No HUD:** Once turned on, the HUD will be turned off for heightened realism and will not turn on unless the player switches it back on.

2.6.4: Audio and Atmosphere.

Immersive audio is key to creating an immersive atmosphere for the player, these will include:

2.6.4.1: Immersive sound design:

Immersive sound design	Up close sound:	Impact sounds:	Near misses:	Distant sound:	Indoor sound:
Gunfire:	Loud cracking noises	High pitched dings and ricochets	High pitched whizzing sounds	Metalic high pitch ping sounds	Amplified Cracking sounds
Cannon fire:	Deep ear-splitting cracks	Chaotic deafening explosions		Deep rumble	Reverberations and environmental damage
Exhaustion and Cold:	Pants, Grunts, Sighs, shivering				
Movement and footsteps:	Rubbing clothes, Squelching, metal clinking			Muffled	Echoed
Liquid and Blood:	Splashes, drops, spillage, squirting				Echoed

- **Screaming, Shouting, and Crying:** Soldiers react audibly, either from soldiers shouting commands to one another, soldiers screaming out in pain, or soldiers crying out of fear.

2.6.4.2: Weather sounds:

Since our weather will be dynamic, various weather sounds will be used. These will be:

Weather sounds	Up Close sound:	Distant sound:
Rain:	Gentle tapping	Muffled
Snow:	Barely audible patting	
Heavy Rain:	Louder tapping	Muffled

Wind:	Occasional howl, And gentle whistling	Muffled
Heavy and Cold Wind:	Loud Howling – Slight chime/ring	Muffled
Thunder and Lightning strikes:	Deafening explosions	Sounds like distant explosions from cannons

All weather types will dampen (Make it harder to hear) the sound of gunfire and explosions.

(Rain and Wind will often coexist)

2.6.4.3: Epic and Somber Music/Soundtrack (Links to each of the military marches music below):

Not all will be historically accurate due to countries not having marching music at the time. I will note the historically accurate ones and historically inaccurate ones to clarify.

Each country the player fights against will have their own iconic military music of the time and will be played before and during battles, the music will be played by a band in your army, if the band gets killed or they run away, the music will stop playing. The military band music is a way to introduce a “soundtrack” into a realism-based game as this music was used in real life to boost troop confidence and morale before and during battle, these being:

- **The British Grenadiers Fife and Drum – British** (Historically accurate – Composed Between ~ 1622 and 1702) [6], [7]:

<https://www.youtube.com/watch?v=PGrxHO-B2TY>



- **Hohenfriedberger Marsch – Prussian** (Historically accurate – Composed on June 4th, 1745. Not widely known) [8], [9]:

<https://www.youtube.com/watch?v=uPtnG5QzJ1k>



- **Preußens Gloria – Prussian** (Historically inaccurate – Composed in 1871, Though not historically accurate, it is one of the most widely known and recognised battle marching music from Prussian military history and it still fits the Napoleonic era) [10], [11]:

<https://www.youtube.com/watch?v=sRpzTKUXWwE>



- **Himno de Riego – Spanish** (Historically inaccurate – Composed in 1820, Although it is not historically accurate, it was made only 5 years after Napoleons defeat and fits the era) [12], [13]:

<https://www.youtube.com/watch?v=lqarvkV3pul>



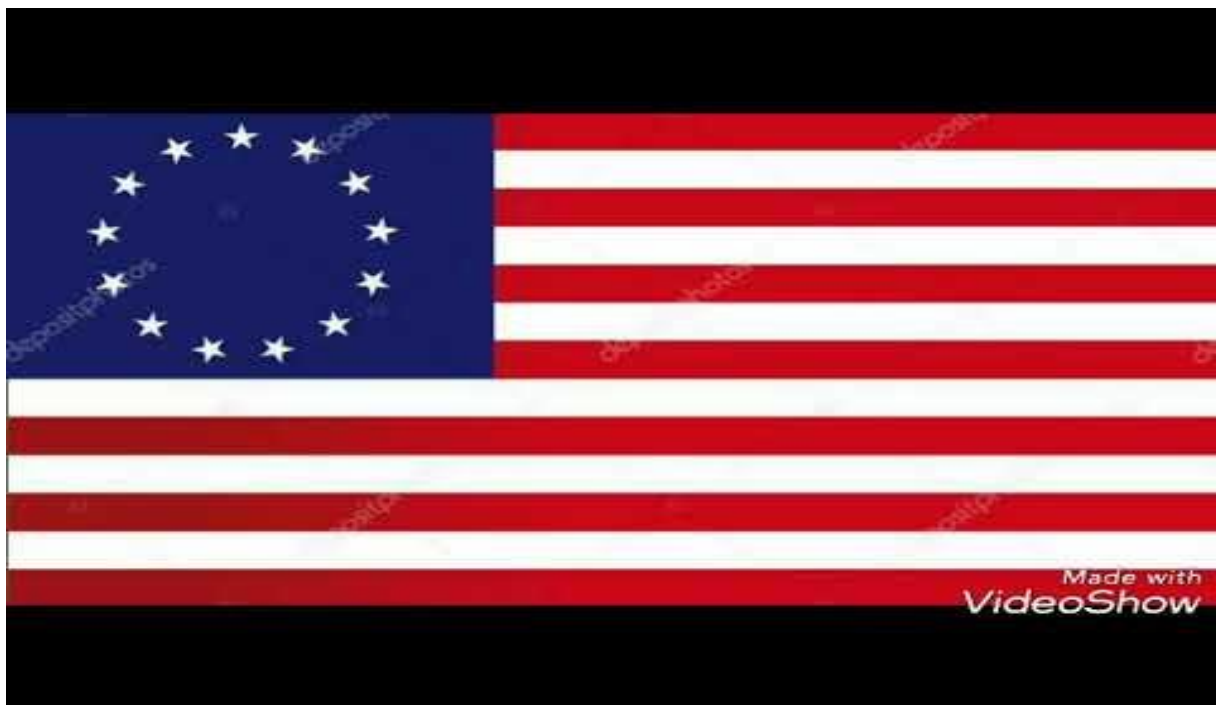
- **La Victoire est à Nous – French** (Historically accurate – Composed in 1783) [14], [15]:

<https://www.youtube.com/watch?v=njw-g09XPmM>



- **Yankee Doodle Fife and Drum – American** (Historically accurate – The tune was widely known by the 1750s, and the British wrote the lyrics for it in 1755) [16], [17]:

<https://www.youtube.com/watch?v=tllufQKM2K0>



There will also be other soundtracks for situations outside of battle or battle music, these being:

- **Silence/no soundtrack during battles and apart from battle music:** This will be replaced with ambient audio and sounds from the immersive sound design section (See 2.6.4.3 for clarification).

The rest of the soundtracks will be classical music as classical music is very versatile and can cover many or even all themes presented.

- **Sorrow, Grief, Loss, Remembrance, or Defeat:**
 1. **Frédéric Chopin: Piano Sonata No. 2 in B flat minor, Op. 35: III. Marche funèbre** [18], [19]:

<https://www.youtube.com/watch?v=uZxMADUkmbU>



2. Ludwig Van Beethoven: Piano Sonata No. 14 in C-sharp minor 'Quasi una fantasia,' Op. 27, No. 2: I. Adagio sostenuto [20], [21]:

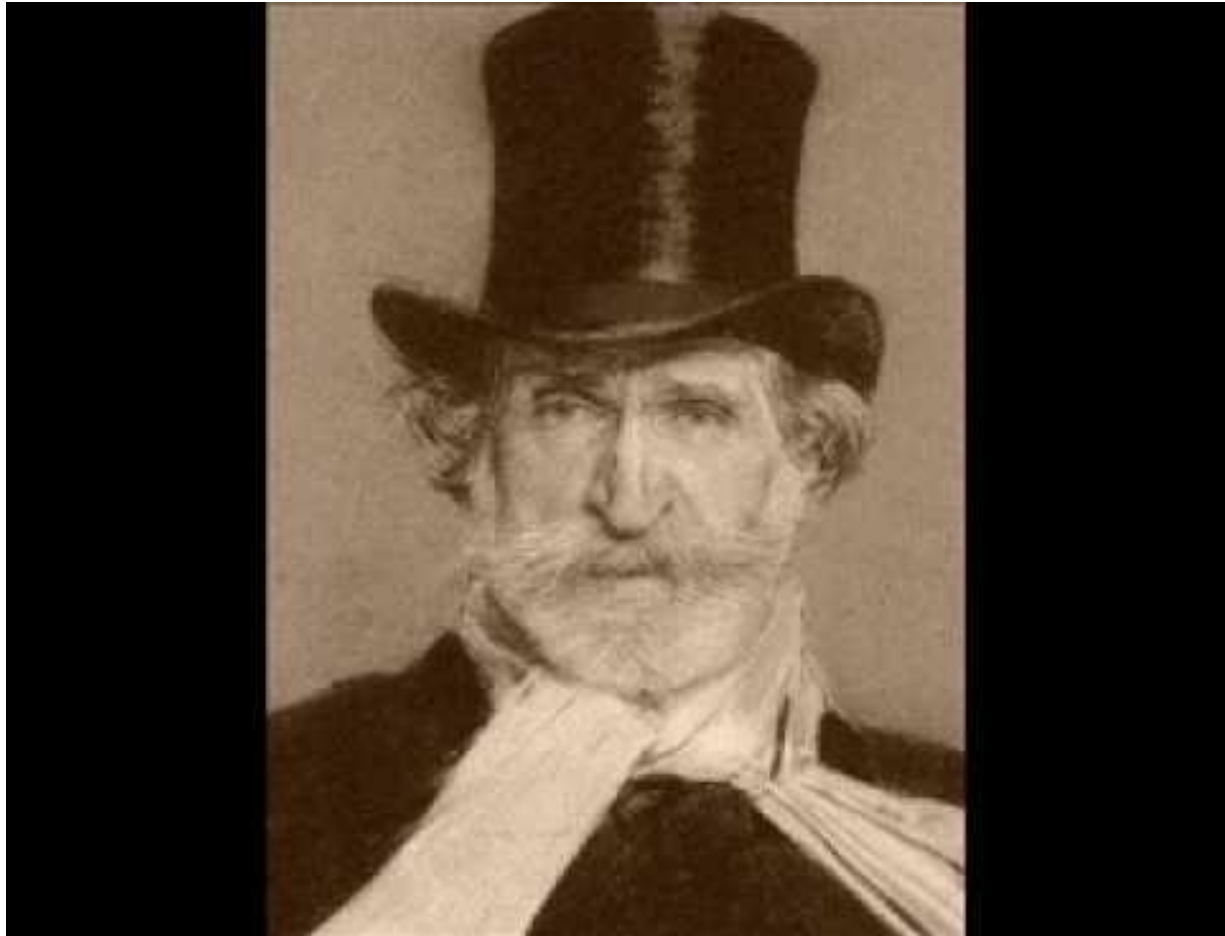
<https://www.youtube.com/watch?v=5GOE3w2ZUrQ>



- Chaos, Betrayal, Hopelessness, and Horror:

1. Giuseppe Verdi: Requiem in D minor, Op. 48 “Dias Irae” [22], [23]:

https://www.youtube.com/watch?v=_jBLyIQvNf0



2. Wolfgang Amadeus Mozart: Requiem in D minor, K. 626 “Lacrimosa” [24], [25]:

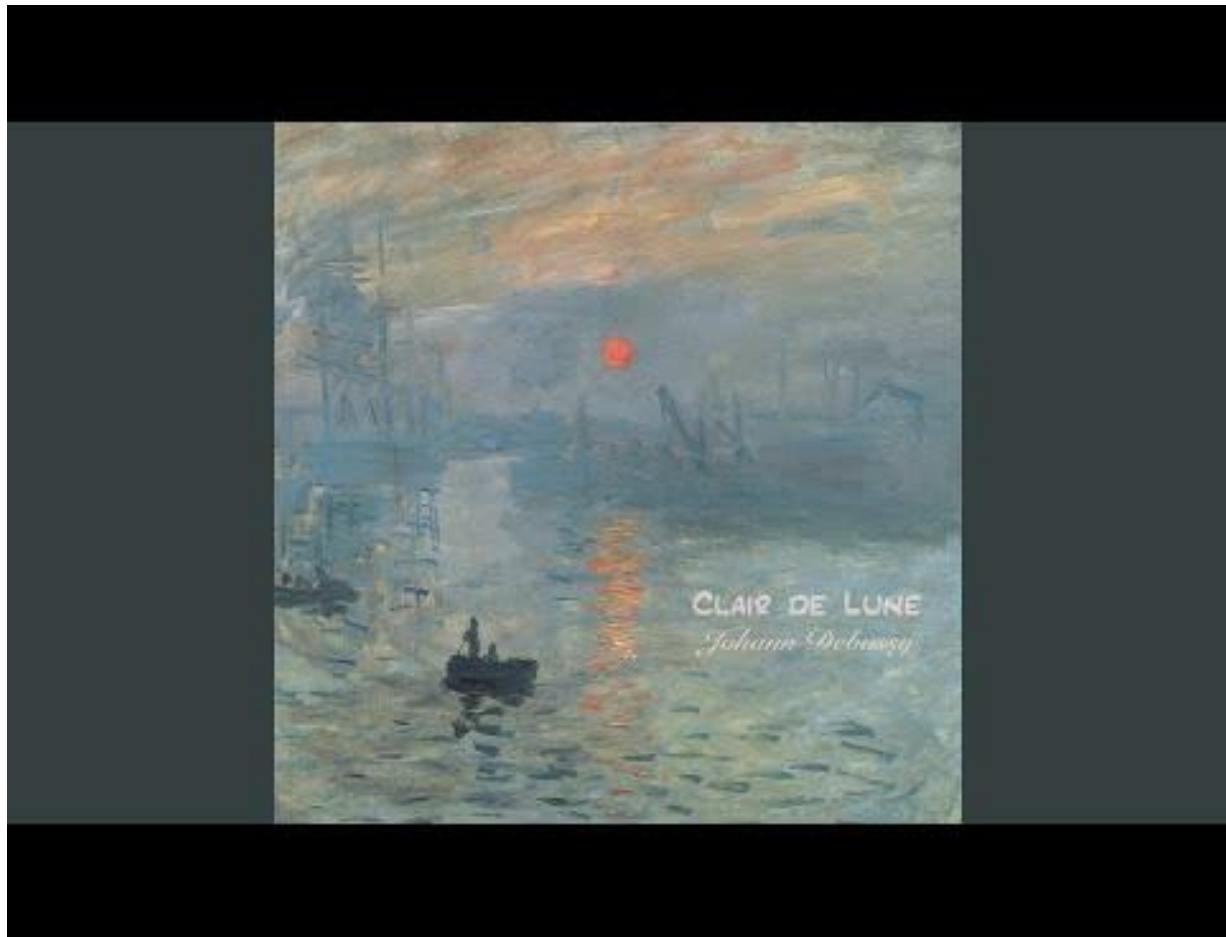
https://www.youtube.com/watch?v=k1-TrAvp_xs



- **Victory, Neutrality, Peace, and Celebration:**

1. **Claude Debussy: Suite Bergamasque, L. 75: III. Clair de Lune [26], [27]:**

<https://www.youtube.com/watch?v=JGJPVl7iQUM>



2. Johann Strauß II: An der schönen blauen Donau, Op. 314 “The Blue Danube”
[28], [29]:

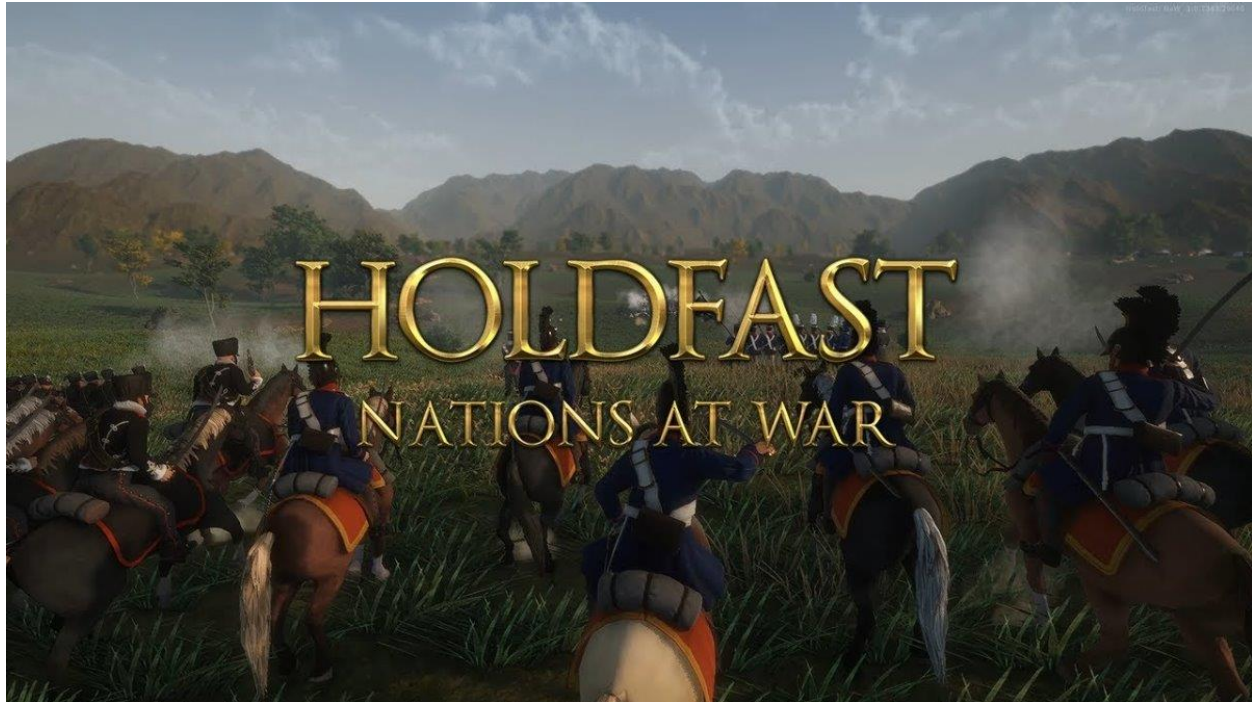
https://www.youtube.com/watch?v=_CTYymbbEL4



2.7: Competitors:

1. Holdfast: Nations at War [30]:

- They are primarily focused on multiplayer and on the arcade style of gameplay and mechanics. They also have big servers of up to 150 players per server. The game is not focused on realistic graphics, but it is set during the Napoleonic Era.



2. Hell Let Loose [31]:

- This game is primarily focused on Realism and Multiplayer, but it is also not set during the Napoleonic Era and is Set during WW2. It has No story mode which is what we are focusing on.



Section 3 – Gameplay and Mechanics

3.1: Gameplay.

3.1.1: Linear Level Progression:

- **Linear progression:** Since this game is focused on historical accuracy this type of level progression would be the most suitable, and versatile compared to non-linear level progression.

3.1.2: Campaign Missions:

- **Mission 0/Tutorial level – Basic Training camp:** The player has just signed up and joined the British army and will be going through basic training.

3.1.2.1: Specifics of training below:

- **Setting:** The year is 1800, Britain is at war with France. Napoleon rises to power and threatens total domination of Europe. King George III has called and expects that every Briton will do their duty and defend the crown. The player enlists to fight for their country and crown and becomes a British infantry soldier. The player then arrives at a sprawling military training camp full of new recruits.

Tutorial title: Basic Training – United Kingdom 1800

- **Basic mechanics:** The player is encouraged through a rough obstacle course by their commanding officer, **this is where the player learns how to jump, run, crawl, crouch, and duck.**
- **Weapon basics:** The player receives a musket and flintlock pistol and is to shoot at stationary targets like wood planks, dummies, and straw bags, and moving targets such as animals like pigs, birds, or rats running around down range. **This is where the player learns how to shoot and reload effectively under pressure.**
- **Melee Basics:** The player will duel with another ai soldier to improve on reaction time and how to use their bayonet and sword effectively. The player will then fight unarmed with the ai soldier for unarmed combat.
- **Training Takeaway:** The player, now confident in their abilities thinking they will ace a real battle, and now enroute to battle.

3.1.3 Mission list in order (excluding the 3.1.2 tutorial mission):

The player and other soldiers will all start as naive and overconfident soldiers, gradually becoming emotionally distant and then becoming hollow shells of their former selves throughout the campaign.

Difficulty will increase every mission by the player having more demanding situations and strategies to counter against.

1. Mission 1 – A Bitter Reality – Battle of Alexandria March 21st, 1801

[32]:

- **Mission Summary and Location:** Alexandria, Egypt. The player helps fortify positions in the early hours of the day. The player will then repel oncoming French forces in close quarters battle; this is where the player will first use a square formation with their group.
- **Pre-Mission:** Optimistic recruits and the player meet their mentors who are hardened and emotionless soldiers.
- **Post-Mission:** The player returns traumatised after all his newly recruited friends are dead. The experienced and hardened soldiers do not react whatsoever. The player will also tend to the wounded, and prisoners of war.
- **Result: British Victory – Many casualties.**

2. Mission 2 – The Brutal Nature of War – Battle of Maida July 4th, 1806

[33]:

- **Note:** 5 years have passed since the first mission; the player is now a full-fledged experienced but emotionless soldier.
- **Mission Summary and Location:** San Pietro di Maida, Italy. The player successfully repels an outnumbering French force using powerful formations and firing tactics to secure a strategic position near Maida.
- **Pre-Mission:** The player witnesses the arrival of new recruits; the recruits are optimistic but will not listen to the experienced soldier's warnings.
- **Post-Mission:** The player now indifferent to war, watches the traumatised expressions of the new recruits.
- **Result: British Victory – Minimal casualties.**

3. Mission 3 – Indifference to Battle – Battle of Corunna January 16th, 1809 [34]:

- **Mission Summary and Location:** Corunna, Spain. The player tries to retreat from a French Surprise attack at night, using formations and firing sequences to retreat with minimal losses as possible.
- **Pre-Mission:** None – It is a Surprise attack, the player is caught off guard, wakes up from their sleep and their unit attempts a suicidal retreat under heavy French fire.
- **Post-Mission:** The player successfully retreats and notices the Heavy casualties and the loss of supplies.
- **Result:** British Defeat – Heavy casualties.

4. Mission 4 – Till the Last Man – Battle of Talavera July 28th, 1809 [35]:

- **Mission summary and Location:** Talavera, Spain. The player helps defend their stronghold against heavy French artillery and gunfire. The player will be working with Spanish soldiers along with the British soldiers.
- **Pre-mission:** The player will fortify positions in their stronghold.
- **Post-mission:** The player helps the wounded and moves corpses from the battle.
- **Result:** British Victory – Extreme casualties.

5. Mission 5 – Perseverance - Battle of Fuentes de Oñoro May 5th, 1811 [36]:

- **Mission Summary and Location:** Fuentes de Oñoro, Spain. The player fights off many waves of French forces and skirmishes.
- **Pre-mission:** The player fortifies positions against the French siege.
- **Post-mission:** The player restocks supplies and aids the wounded.
- **Result:** British Victory – Many casualties.

6. Mission 6 – The Americas – Battle of Queenston Heights October 13th, 1812 [37]:

- **Mission Summary and Location:** Queenston, Upper Canada. The player Hails artillery on American waves trying to cross the Niagara River.
- **Pre-mission:** The player readies their artillery and expects the incoming American assault.

- **Post-mission:** The Americans surrender due to lack of reinforcements, and poor planning.
- **Result: Overwhelming British Victory – Minimal casualties.**

7. Mission 7 – The Battle for Washington – Battle of Bladensburg August 24th, 1814 [38]:

- **Mission Summary and Location:** Bladensburg, Maryland, United States. British soldiers fire artillery down at Americans scaling a cliff.
- **Pre-mission:** The player being anxious of being heavily outnumbered awaits the assault.
- **Post-mission:** Americans face a humiliating defeat, leading to the British burning the nation's capital Washington D.C.
- **Result: Overwhelming British Victory – Minimal casualties**

8. Mission 8 – The siege of Baltimore – Battle of Baltimore September 15th, 1814 [39]:

- **Mission Summary and Location:** Baltimore, Maryland, United States. The player helps load and fire artillery from their ship at the fort's defences, whilst under heavy American bombardment.
- **Pre-mission:** The player is anxious as they are heavily outnumbered, but slightly relieved due to the British Naval Supremacy.
- **Post-mission:** The battle was unsuccessful; the player aids the many wounded.
- **Result: British Defeat – Many casualties**

9. Mission 9 – The Silence before the Storm – Battle of Quatre Bras June 16th, 1815 [40]:

- **Mission Summary and Location:** Quatre Bras, United Kingdom of the Netherlands. The player and the Seventh coalition clash with Napoleons forces to secure a strategic crossroads.
- **Pre-mission:** All soldiers get ready for a large-scale battle with French forces.
- **Post-mission:** The battle left heavy casualties on both sides, all soldiers have low morale for the upcoming decisive battle.
- **Result: Inconclusive – Extreme casualties.**

10. **Final Mission – A Decisive Clash – Battle of Waterloo June 18th, 1815**

[41]:

- **Mission Summary and Location: Waterloo, United Kingdom of the Netherlands.** The player now takes part in the decisive battle to end Napoleons reign, supported by the Seventh Coalition, players will face huge waves of French forces in a final effort of Napoleons reign.
- **Pre-mission:** The player has no confidence for the battle, but still eager to find out the result.
- **Post-mission:** Napoleons reign comes to end after many hard-fought battles.
- **Result: Coalition Victory – Extreme Casualties.**

3.2: Mechanics.

3.2.1: Physics:

- The game will have **Realistic Physics** that follow **Newton's Laws of Motion**. Objects are affected by **Gravity, Friction, and Air Resistance**.

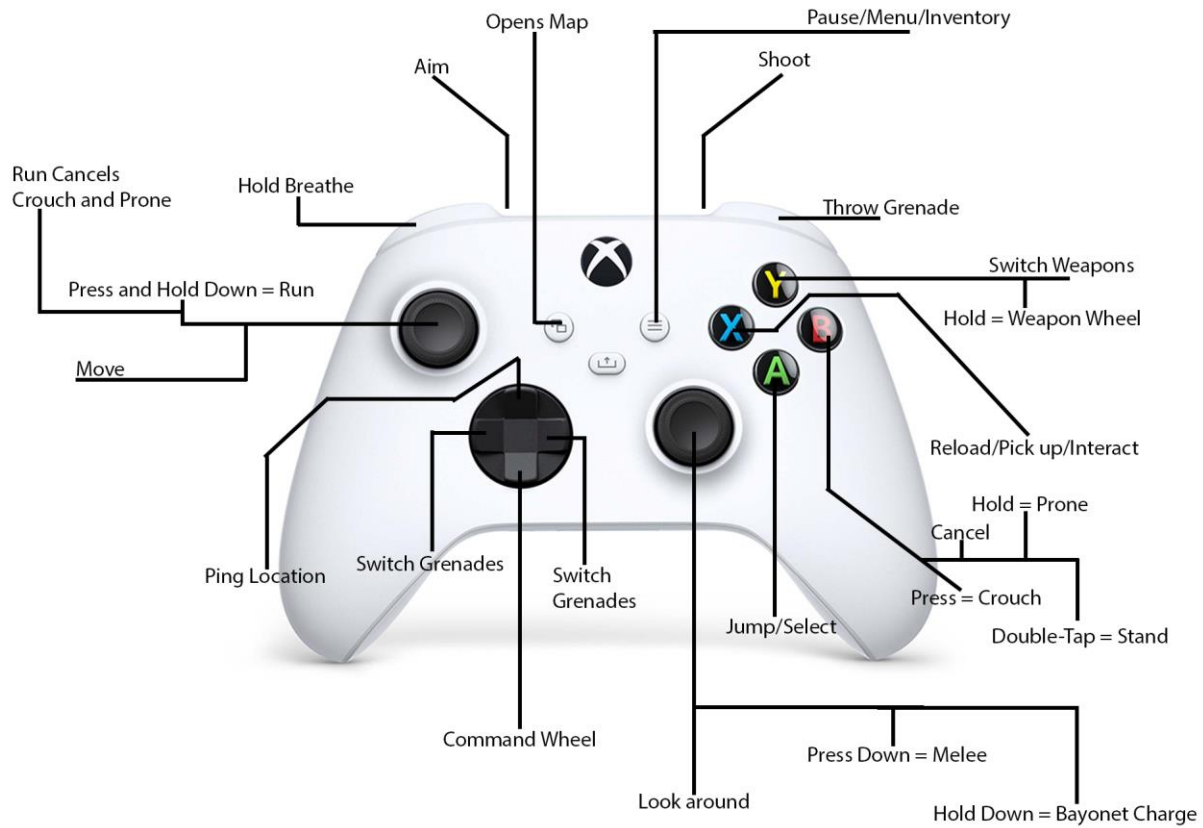
3.2.2: Free Roam between missions:

- **Between mission's:** Players will be able to explore the map before the battle takes place, this is where they can interact with civilian NPC's, create their weapon loadout before battle.
- **Specifics on free roam:** This will only be a small section of the map before the battle takes place, meaning there will be no battle damage already there.
- **When missions start:** The map will show the mission, and the player can start the mission whenever they want.

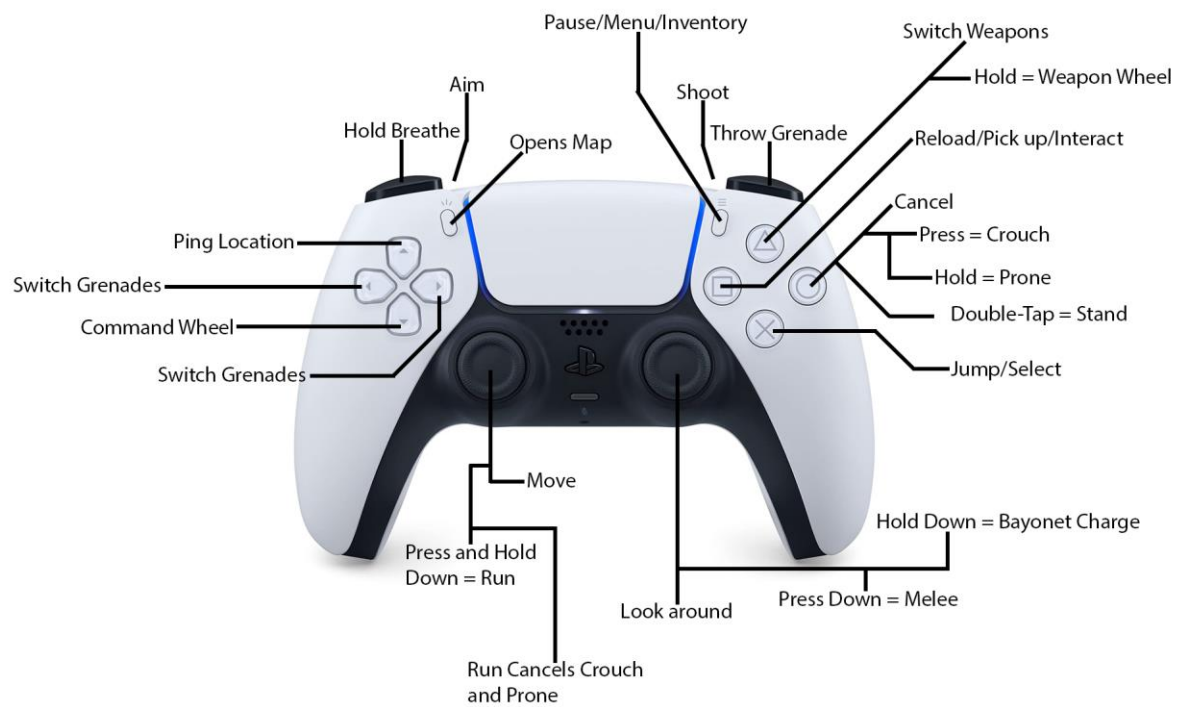
3.2.3: Controls:

(All will be customisable in the menu).

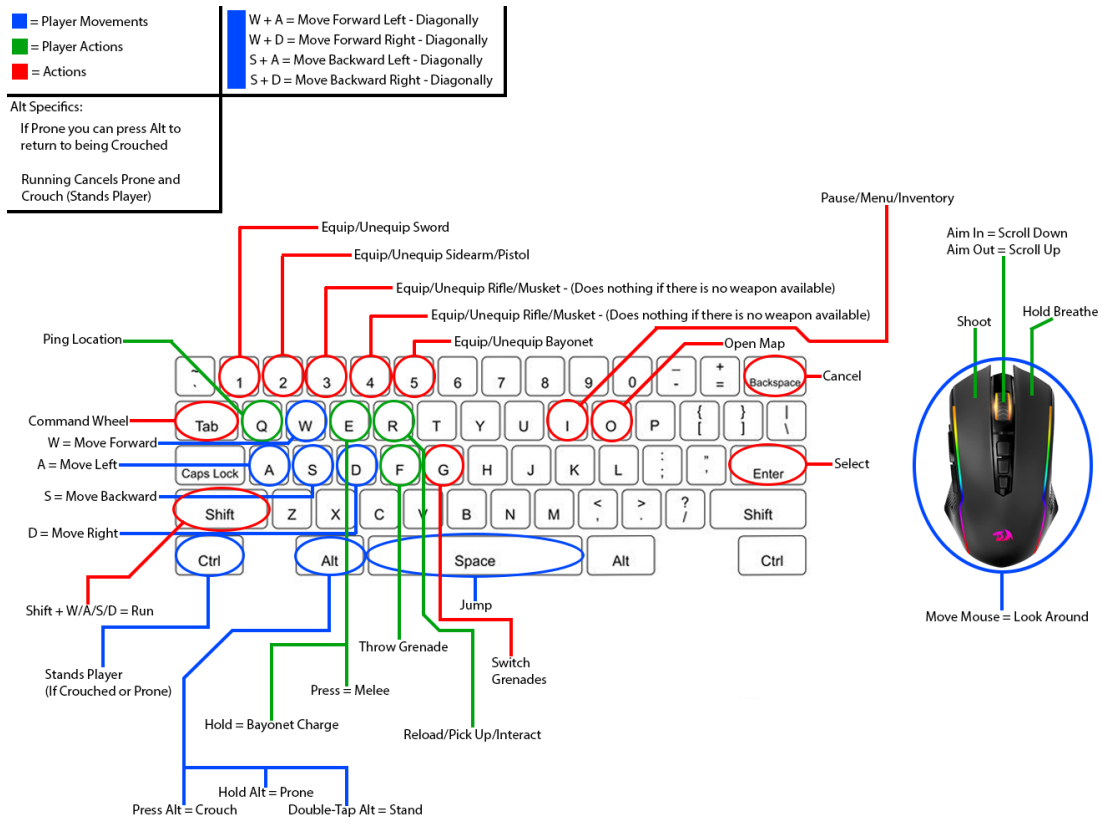
1. **Xbox Controls** [42]:



2. PlayStation Controls [43]:



3. PC (Keyboard and Mouse) Controls [44]:



3.2.4: Debuffs:

The player will have 3 critical meters to pay attention to and look after. These will be:

1. Cold meter:

- **Cause:** Exposure to cold temperatures.
- **Effects and Stages:**
 1. **Initial stage:** Movement speed decreases.
 2. **Advanced stage:** Unable to sprint and climb.
 3. **Critical stage:** Death from Hyperthermia if left untreated.
- **Solution:** Find shelter or fire.

2. Heat meter:

- **Cause:** Exposure to extreme heat.
- **Effects and Stages:**
 1. **Initial stage:** Vision becomes blurry.
 2. **Advanced stage:** Disorientation, player begins stumbling.

- 3. **Critical stage:** Death from Heatstroke if left untreated.
- **Solution:** Drink water or move to shade.

3. Exhaustion meter:

- **Cause:** Prolonged physical exertion.
- **Effects and Stages:**
 1. **Initial stage:** Slower movements.
 2. **Advanced stage:** Player stumbles often.
 3. **Critical stage:** Player collapses and becomes vulnerable until stamina regens.
- **Solution:** Stop running and walk (**Normal regen**) or stop moving entirely (**fastest regen**).

3.3: Cutscenes and Characters:

3.3.1: Cutscenes:

Cutscenes will be played before and after missions:

- **Pre-mission cutscenes:** These will follow the pre-mission specifics of each mission.
- **Post-mission cutscenes:** These will follow the post-mission specifics of each mission.

3.3.2: Characters:

- **Player character:** British soldier, the player can customise the name and facial appearance – like how Elden ring does it [45]:



- **NPCs:** These will have random facial appearances, they will wear either civilian clothing, or military clothing – depending on what country.
- **Majour Characters:** These will be famous historical figures, such as, **Napoleon Bonaparte, Arthur Wellesley 1st Duke of Wellington, Gebhard Leberecht von Blücher,** and other Historical figures.

3.4: Weapons and images of them (will only show British and French due to word count):

Players can only carry 2 big weapons (Muskets/Rifles) at a time – Not including Pistols, Bayonets, or Swords.

- **Weapons can be chosen at a loadout menu before battle.**
- **The player can keep weapons they pick up throughout the game, and can be selected in the menu, but can only have 2 big weapons at all times.**
- **Players drop a big weapon in exchange for another.**

1. British:

- **Pistol: Baker Pistol [4]:**



- **Musket: Brown Bess [2]:**



- **Rifle: Baker Rifle [46]:**



- **Melee: Spadroon, and Bayonet:**

Spadroon [3]:



Bayonet [47]:



2. French:

- **Pistol: Charleville Pistol [48]:**



- **Musket: Charleville Musket [49]:**



- **Rifle: Napoleon Rifle [50]:**

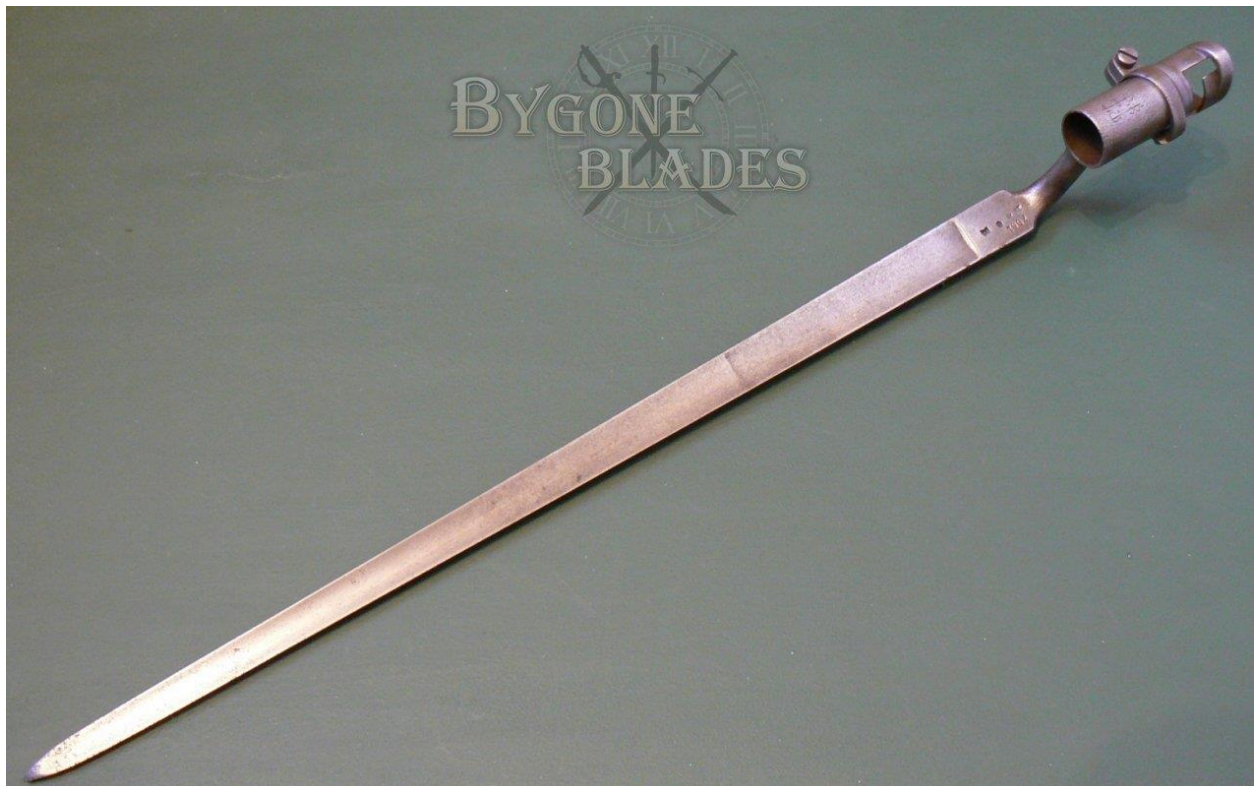


- **Melee: Briquet, and Bayonet:**

Briquet [51]:



Bayonet [52]:

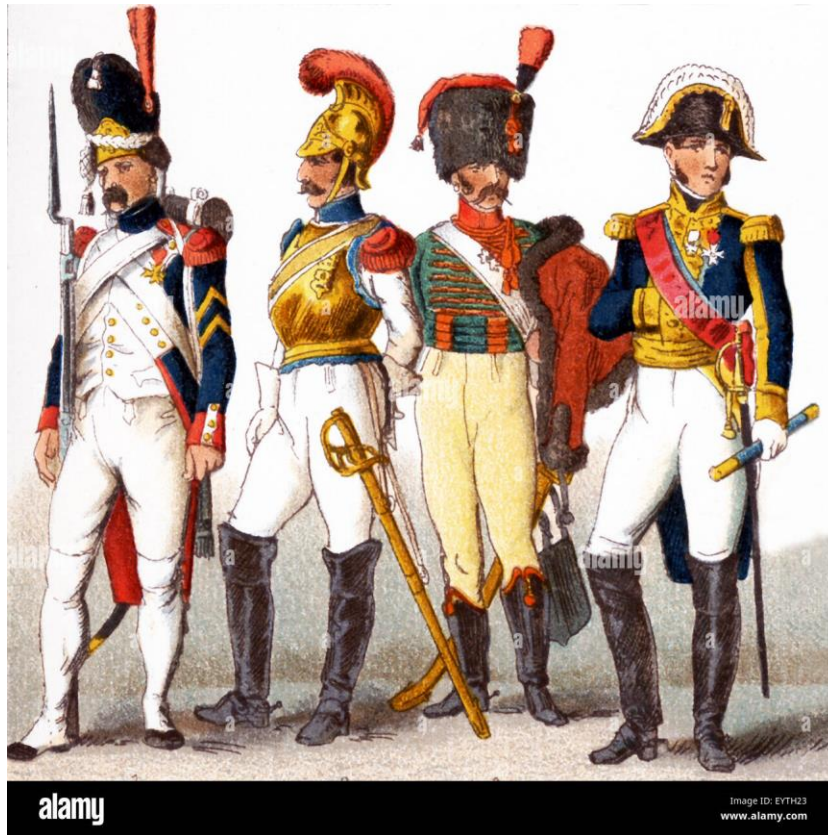


3.5: Uniforms and images of them:

1. British [53]:



2. French [54]:



Game Design Document layout I followed to structure my work [55]:

Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. I want you to think big...bigger than what you are able to develop. I also want you to be clear about what the software delivers and what the design entails. My recommendation is that you define the ultimate game and then clarify what it is that you have developed. If you are finding it too difficult to do that, you may produce too documents.

1. Title Page
 - 1.1. Game Name – Perhaps also add a subtitle or high concept sentence.
2. Game Overview
 - 2.1. Game Concept
 - 2.2. Genre
 - 2.3. Target Audience
 - 2.4. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
 - 2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?
3. Gameplay and Mechanics
 - 3.1. Gameplay
 - 3.1.1. Game Progression
 - 3.1.2. Mission/challenge Structure
 - 3.1.3. Puzzle Structure
 - 3.1.4. Objectives – What are the objectives of the game?
 - 3.1.5. Play Flow – How does the game flow for the game player
 - 3.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
 - 3.2.1. Physics – How does the physical universe work?
 - 3.2.2. Movement in the game
 - 3.2.3. Objects – how to pick them up and move them
 - 3.2.4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
 - 3.2.5. Combat – If there is combat or even conflict, how is this specifically modeled?
 - 3.2.6. Economy – What is the economy of the game? How does it work?
 - 3.2.7. Screen Flow – A graphical description of how each screen is related to every other and a description of the purpose of each screen.
 - 3.3. Game Options – What are the options and how do they affect game play and mechanics?
 - 3.4. Replaying and Saving
 - 3.5. Cheats and Easter Eggs
4. Story, Setting and Character
 - 4.1. 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.

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