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Game Design Document
Creative Practise 2 (M4X01558)

WWI Strategy Game Concept

Intended systems: PC

The target age of players will be between 12-28, the reason for this age range and not having a younger audience is because even though there's not any depictions of violence it is suggest heavily throughout the gameplay.

ESRB/PEGI Rating:



Project Release date: 10/01/2020

You are the in the turning point of war and how you play will impact the future of this country, you are a World War One Officer and it is your objective to push back the enemy and hold them off from capturing the stronghold. Do not let them win. Use the information and resources around you in order to change your plan of action and gain the advantage on the enemy and lead this country into victory.

Character

As this game will primarily be in first person the only visuals the player will see of the WW1 officer character will purley be just in the hands. However we can still show a suggested narrative and personality through the hands as well as hint at the characters gender, age, rank and lifestyle depending on what condition the hands are in.



(Example sketches done)

So for example the top hand could be for a lower rank soldier with it being more bony and dirty/injured looking where as the bottom hand would belong to a higher ranking officer which can be assumed from the sleeves of the clothes, as well as this it can be seen that both of these hands would belong to the male gender.

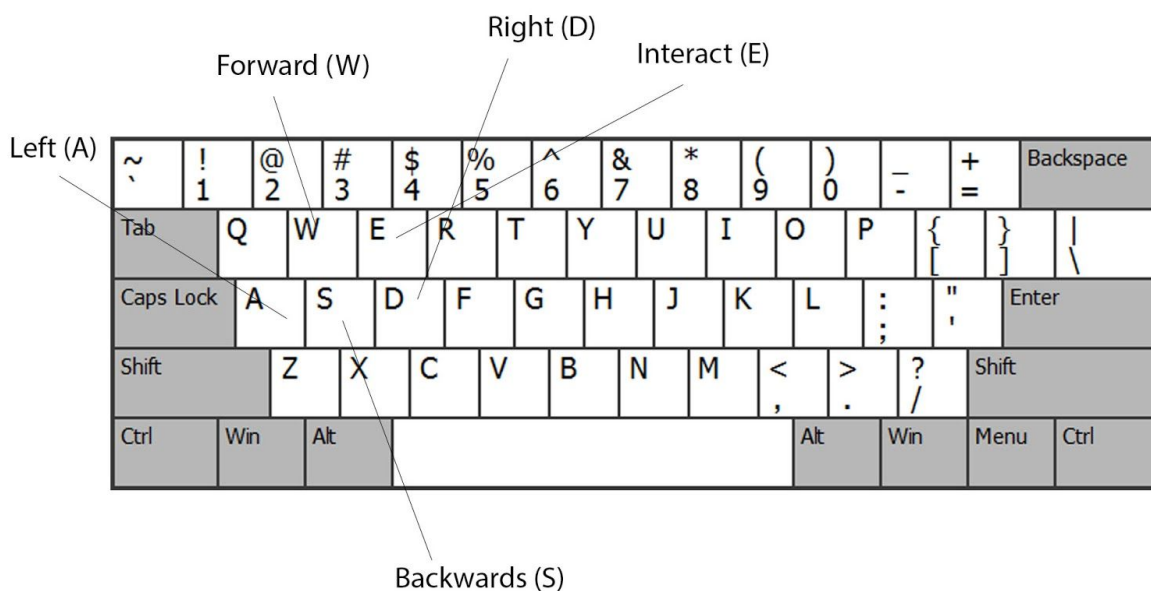
Other hints towards the characters backstory and lifestyle can also be shown via the objects around the room for example family photos, what type of state the room is in, favourite foods, cigarettes/alcohol.

The other prominent character will be your fellow officer in the room with you. As well as providing you with information and gameplay mechanics he will mainly serve as someone for the players to bond and interact with. I've decided to include this character into the game because It's important for players to have an emotional engagement and by including this character even though its subtle, players will bond to him and have higher feelings of guilt if they do not stop the enemy as it will result in both of your deaths.

This character will also make comments about your health and how you're looking (if your not eating enough or are tired), while this also serves a functional purpose in reminding players about maintaining these factors it serves the purpose of allowing players to become attached. On top of this he will make comments about his family and home and depending on how often you talk to him will also help you in certain situations (give you your gas mask, hand you a letter, sacrifice himself e.g.)

Controls

The controls for the game will not be over complicated as the gameplay does not rely on skill in reflex or timing as it is primarily a strategy based game.

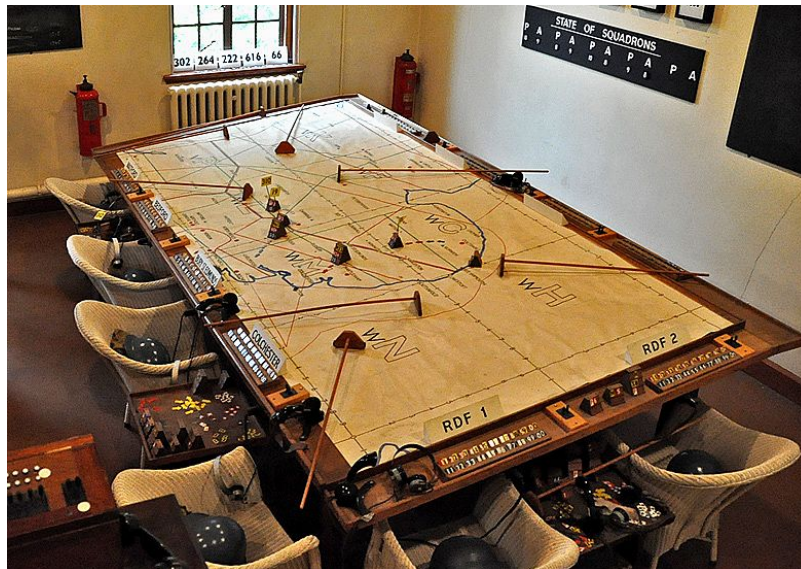


Gameplay

The overall theme/genre of this game would be first person, real time strategy.

The gameplay follows a linear path in which it will progress day to day where the player will need to take breaks from the war to have food and rest in bed. With each progressing day the enemies will become more difficult and will have a new attack strategy for each day, this means that the player needs to keep themselves up to date by using the sources available to them.

The player will be confined in a singular room and the real 'gameplay' lies in the map that they will interact with that is set up in the room, interacting with this will bring up a second game mode where they will be in a birdseye point of view where they can move troops and set up defences in order to stop the enemy from advancing.



(Inspiration image)

To help players with this they can exit this game mode and return to the first person view of the room and explore and interact with a radio, which will have audio describing and giving advice to players on how best to set up their defences. There will be letters that contain information on the enemy about what their next move will be, how many troops and weapons they are using etc and using this knowledge players can adjust their playstyle in order to counter the enemy. There will also be another fellow officer in the room with you giving you advice and giving you updates on how the troops are doing (rations, casualties, morale etc.) In amongst all these different types of information there will be rare encounters and information that appear only once every often.

While in the room I also want to give the player the free choice to explore the various objects and to in general mess around as I don't want to confine them to only going back and forth between map and the information by doing this it gives them the option to break this cycle if they wish to do so.

Gameworld

The environment/setting will be set inside a WW1 underground bunker located in the trenches, I will use iconic objects such as gas masks, helmets, weapon storage (mustard gas) to show the time era that this game will be taking place in. I want to keep the exact location ambiguous but give players a general idea that it is set somewhere in Europe.

I want to give the room a lot of personality by using ambient lighting and having objects in there that are suggestive towards a larger narrative. For example family photos, diary, posters. While I want the room to feel dingy and gritty so that it ties in with WW1, I don't want it to be boring for players to look around at.

To also help keep things interesting for the player and as well as portray the time period, the music/soundtrack will purely be from a radio playing music that was created during 1900's. The players will also be allowed to switch and change the radio station allowing them even more freedom within the game.

Gameplay Mechanics

- *Letter* - item received during random intervals of playtime (most commonly in the morning) that provides information about the enemy's next plan of attack.
- *Radio* - interactive object found within the room that aids players by playing audio that provides advice on how to set up defences.
- *Fellow Officer* - this character will provide the player with information about how the troops are doing, how supplies are as well as provide his opinion on how best to attack. (his advice on attacking will not always be correct.)

Hazards -

- *Hunger*- this is a hazard that the player will encounter throughout the game, in order to stop hunger from damaging the player and eventually killing them, they must eat regular meals.

- *Exhaustion* - another hazard that must be avoided by the player resting for at least 6 hours. This hazard will impact the character and can lead to fainting forcing the player to sleep for an extended amount of time. (effects: blurriness when reading letters, wobbliness walking around room, etc.)
- *Mustard Gas*- If the player does not keep a good enough defense there will be higher chances of a gas attack from the enemy, in the event of this happening the player must put on their gas mask until the gas dissipates.
- *Bombings*- These hazards will occur at random points during gameplay and the damage will increase depending on how close the enemy is to winning the game.

Collectibles -

There will be various collectibles available to players, these will come in the form of decorations around the room including:

- Novelty items
- Pictures
- Medals

These can be gained by completing various achievements and easter eggs (these collectible items do not affect the gameplay and are purely cosmetic)

Enemies

The enemies found in the game will only be encountered via the map element of gameplay, the player will never have to fight them face to face and will only encounter enemy characters during cutscenes.

The enemies will only be visualized to the player via the war pieces set out on the table.

- *Soldiers*- these are the most common enemy and do basic mid range and melee damage.
- *Spies* - these are enemies that will infiltrate your troops/base during the night and will learn of your planned defences and relay it back to the enemy.
- *Tank*- short range heavy damaging enemy

- *Gatling gun*- long range, short burst damage
- *Air force*- this enemy will be able to fly above your troops and deploy bombs, the only way to counter this enemy is with your own air force piece.

Cutscenes

The cutscenes that will show in this game will be 3D generated (still in first person) death animations and will vary depending on how the player dies/ falls unconscious. For example if the player is gassed, they will be seen choking or if the player is killed by a spy it will show an enemy spy shooting them while still in bed e.g.

I will make the 'game over' into cutscenes as it provides more variety and is more interesting for players to watch instead of reading text pop up on a screen. It also gives players an incentive to experiment with different death scenarios so that they can see the different ending cutscenes.

Bonus Material

To encourage players to play again as mentioned before there will be various cutscene endings and collectibles but on top of this we will include hidden easter eggs around the room that the player can find. This again will aim to motivate players to explore the room and talk to their fellow officer so that they can experience these easter eggs. Some examples of easter eggs will be certain music playing from the radio, unique dialogue with npc, objects referencing other pop culture etc.