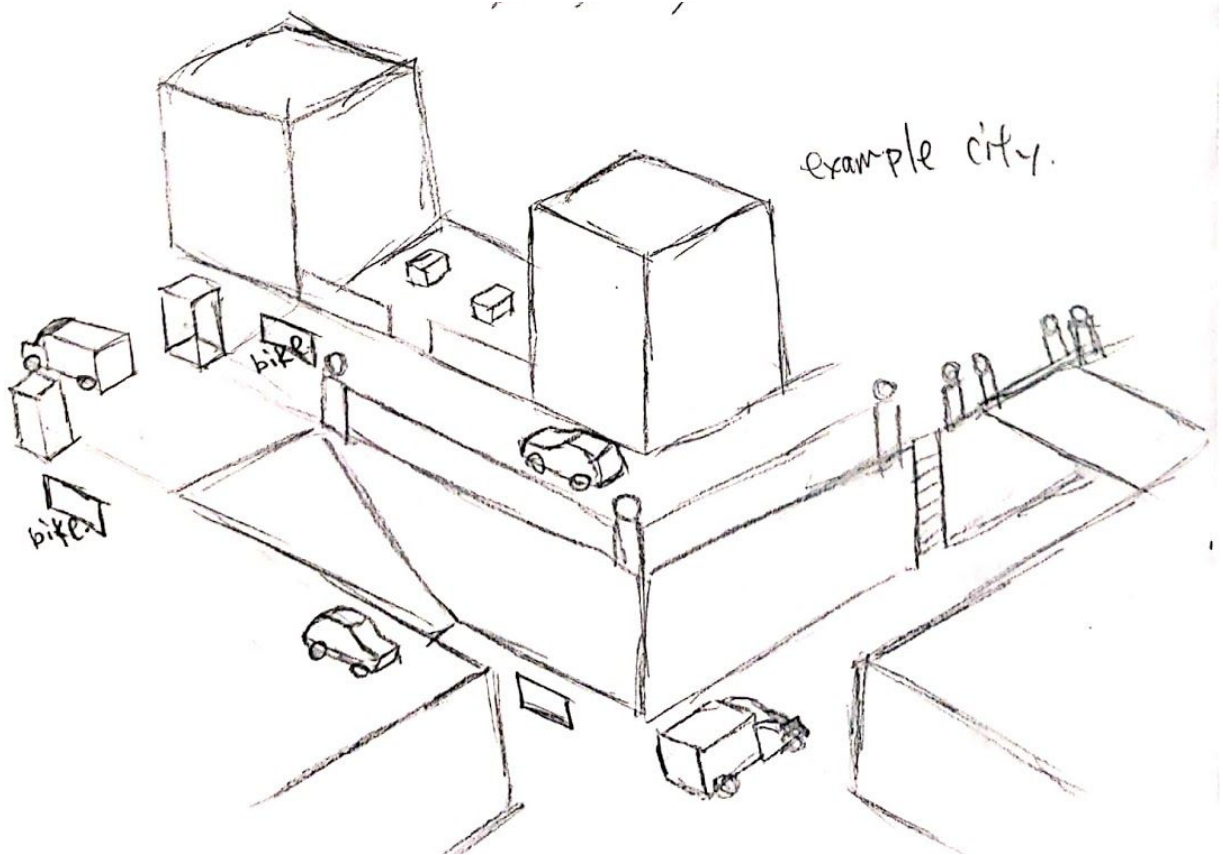


# Planetary Control

Conquest on a galactic scale



**Team Saber**

Developers: Ishpreet, Alex

Designers: Ivan, Brandon

# Overview

## *High concept*

Top down, 2.5D strategy game mixed with third person action combat. Select 4 units from the roster and move them strategically to get the advantage on your opponent. When attacking the game will switch to a third person view and the player will control the unit in the attack.

## *Genre*

Turn Based Strategy, Third Person Action

## *Pitch*

Classic strategy games like XCOM or Civilization often leave critical decisions to chance mechanics, making hardcore players feel frustrated by the lack of control. Our game will put more emphasis during these decisions on the player by giving them direct control over their units when they attack. The game starts before the match by selecting a combination of 4 units from a roster of 11 who all have synergies and unique features. Once the game starts the player moves their units in a turn based style to find the enemies base and destroy it. When a unit attacks an enemy unit the game switches to third person control with a 30 second time limit to get their damage in. The game offers a lot of strategy from units interplaying with each other and satisfies hardcore players that want more control over their success.

## *Core Objectives*

Destroy the enemy base with your units while protecting your own from enemy units.

## Player Description

Our target audience are hardcore fans (both male and female) of strategy games aged 18 to 40 who enjoy the genre but want more control over their success. The game will satisfy achievers and killers by reducing the amount of chance in the game and making skills in both strategy and third person action combat meaningful.

## Gameplay

### *Structure*

The game will consist of two players going head to head to try and destroy the others base. They select their units before the match taking into consideration the units bonuses and synergies. Once the match starts they move the units out from the base to find and destroy the enemy base. Positioning during this phase is key as it will impact the start of the fight phase. When the player chooses to attack an enemy unit then the game will shift to third person. The player will play as their unit with the specific benefits of that unit available to them in order to damage the enemy unit within a short time limit. After the time limit the game shifts back to top down view. The first player to destroy all the enemies units or their base wins.

### *Distinctive Features*

Mix of strategy and third person action combat. Interplay between units creates meaningful decisions before the match. Movement of units on the map will impact their effectiveness in battles. Battles will take into account the specific units traits.

# Mechanics, Features and Assets

## *Player Mechanics*

Players will start by choosing 4 units to play in the match. During the match they take turns moving or attacking with their units. Units have different stats and specialties that impact the game.

- Soldier (Basic Unit)
  - Wields assault rifle
  - Average damage, average speed and health
- Scout
  - Wields pistol
  - Has high visibility range, moves very fast, low damage and health
  - Can use binoculars / sight grenade to gain sight of a far area.
- Sniper
  - Wields sniper
  - Has high attack range, moves slowly, high damage and low health
- Armored
  - Wields sword
  - Low range, high damage, moves slow, high health
- Medic
  - Wields pistol
  - Low range, low health, low damage
  - Passively heals nearby units each round
- Assassin
  - Wields dagger
  - Very short range, high damage, low health, medium speed
  - Can sprint / camouflage with cooldown to fulfil the deadly flanking attack fantasy
- Paladin
  - Wields shield
  - Melee range, low damage, highest health, slow
  - Passive gives allies behind it shields
- Tech / Trapper
  - Wields pistol
  - Creates traps with high damage, slow, low health
  - High mobility to get in ideal position for traps, though low sight, and low gun damage to prevent mobility abuse.
- Bomber

- Wiolds grenade launcher
- Deals average damage with grenade launcher, medium health, very slow
- Shield robot unit
  - Cant attack on its own, low health
  - Passive gives all nearby units a strong shield
- Jammer
  - Low health, low damage, medium speed
  - Passive prevents nearby enemy abilities from functioning for a turn. Ie: enemy medic can not heal unit, disables and removes all nearby traps, etc.

## Character Visual Features



- Medic
- has default rifle damage.
  - medium health but require protection.
  - low sight, medium mobility.

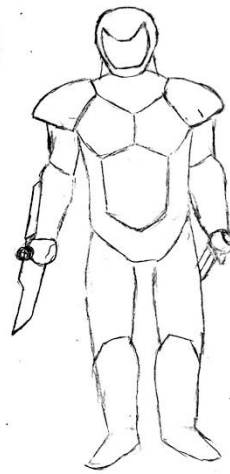


### Abilities:

- Pistol heal: ranged heal.  
can possibly buff. has cooldown.
- Med kit: aoe heal on the unit.  
can possibly buff. has cooldown.
- Attack: with gun, med/low damage.  
no CD.

### identity:

- high utility for healing team makes, offset by its low sight and damage.
- 2 different forms of heals, though both have cooldowns. aoe heals for less per person, but overall more than pistol.



## Assassin

- high damage but near melee
- require set up / flanking.
- bonus damage from flank or behind.



### Possible Abilities

- Stab melee attack  
↳ bonus damage if flank, enhanced if behind
- Sprint, move a few tiles extra this action, have few turn cooldown.
- Camouflage, can't be seen, but reduces movement to 1 tile an action?
- pistol, weak short range attack.

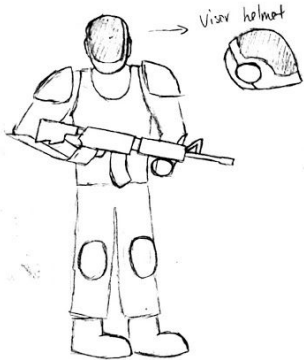
### Core identity:

high damage, requires player to cover flank. need preparation to pull off.  
high risk high reward.  
... .. actions

can not camouflage after attacking or revealed by having enemy close by.

medium mobility, low health.  
medium sight.

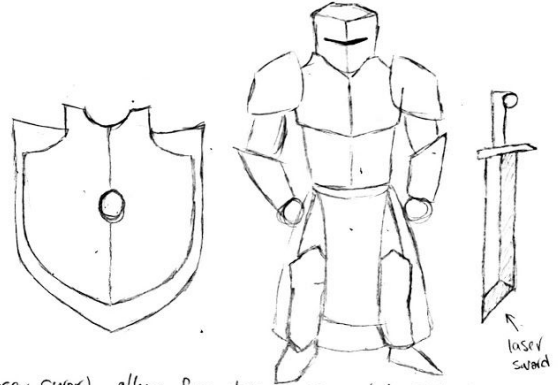
## Soldier



- average unit, in all aspects.
- medium attack, movement, health, sight range.

but why would we pick him over others?  
 maybe give him free action every few turns

## Paladin



- laser sword allows for close range combat. 2 tiles?
- shield provides cover during combat?  
 ↳ or some other utility to help team. → possibly mild healing, or
- slow movement, ie: 4 tiles a move. slow attack buff
- high hp
- medium sight range. good frontline unit.

### Abilities?

- shield bash? can do damage and/or debuff enemy.

## Tech / Trapper

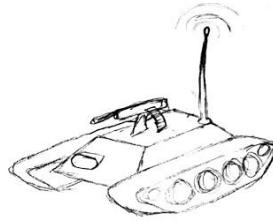
- creates traps on the battlefield.
- low sight, low health.
- high mobility, med rifle attack.
- high damage/utility on traps.



debuff trap.  
ie: slow/snare.



bomb trap.  
detonates in 3 turns or within range?



## Jammer

- Cancels enemy effects around him.
- low damage, sight.
- medium health, speed.
- ie: deactivate traps, reveal camouflage on assassin, enemy effects can't heal units in range.



- Jams enemy signal in medium radius. has cooldown.



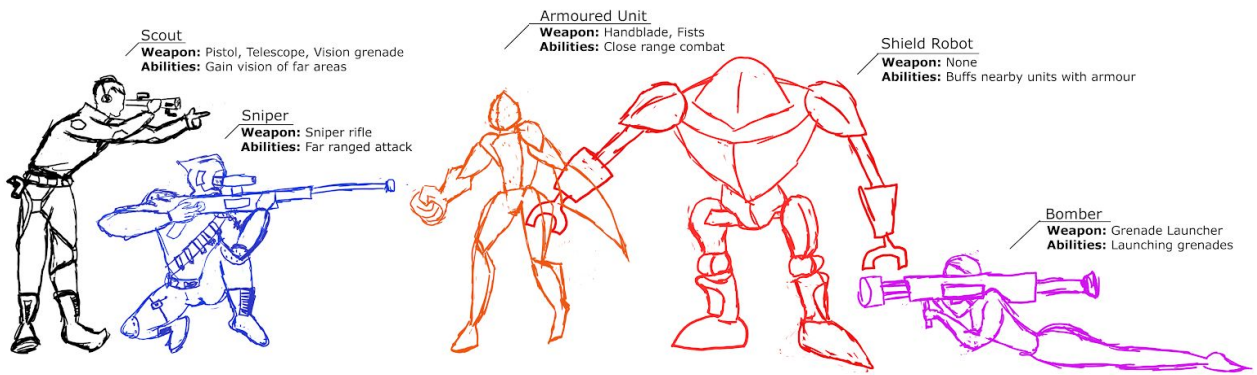
- low damage sub machine gun?

### identity:

- Support unit that reduces enemy utility rather than empowering team.
- Utility is offset by its low damage and sight.
- its effect power level will determine its cooldown in play-testing phase.

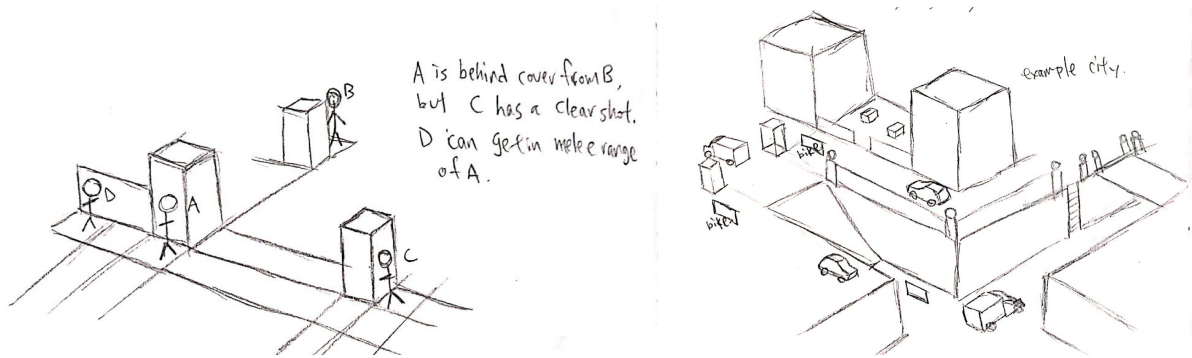
### identity:

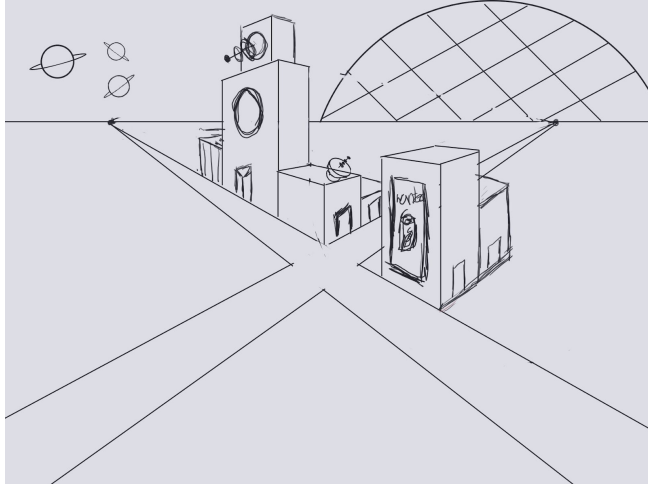
- high movement to get in place to place traps.
- its utility is offset by its low health and sight.  
 ↳ requires scout to see ahead to find best trap spots



## Game World

The game is set in a futuristic sci-fi world where different factions are fighting for control over planets. Weapons fire energy rounds and shields are made out of energy. Ideally, game maps will have a wide amount of cover as well as an equal number on both sides for balance. Due to the grid system we will be using, the map will be designed to fit an isometric view.





## *Artifacts*

Each unit has their own specific weapon, which behaves differently from others.

## *Story*

Humans have become an interplanetary species. New factions have arisen each wanting control over the planets in our solar system.

## Justification of Design

It is based on games like XCOM and Civilization where players strategically move units around the environment. The third person action component is similar to games like Fortnite but in a smaller scope and short duration. These games are successful on their own and have not been combined in this unique way before. The combination provides hardcore strategy players the control they are after in combat scenarios.



# Timeline for Development Completion:

Week 2:

Artists: Design Logo, start to sketch the game world and model game world in Maya;

Developers: set up game world in Unity3D;

Week 3:

Artists: Start to sketch game characters(for each unit);

Developers: Write basic game rules in C# or Javascript;

Week 4:

Artists: Model some of game characters in Maya and continue to work on game spirits;

Developers: Design classes for each different unit;

Week 5:

Artists: Continue to work on remaining game spirits and start to design animation;

Developers: Integrate all the parts together, debugging and then refactor codes if needed;

Week 6:

Artists: Design animation in photoshop;

Developers: Research and find a way to implement third person shooter game mechanics;

Week 7:

Artists: Continue to design animation in photoshop;

Developers: Add networking to the game so that two players can actually fight against each other;

Week 8:

Artists: Design game background and character ability effect for fighting;

Developers: Design the logics for implementing the fighting game;

Week 9:

Artists: Continue to design animation in photoshop;

Developers: Implement the fighting game;

Week 10:

Artists: Continue to design animation in photoshop and any additional artwork;

Developers: Integrate all the components together, debugging and then refactor codes if needed;

Week 11:

Artists: Take a role of Business Analyst and play the game;

Developers: Have a work-through with artists to get feedback and then improve the game;

Week 12:

Artists: Final-test the game and any additional artwork;

Developers: Final-test the game and debug.

## Prototyping:

We will pick Unity3D as our primary game engine as we have gotten some experience of game development with it from our 312 projects.

## Misc

### *Potential Problems*

- At this moment, we are not able to analyze how long it will take us to implement the networking for all game components. If we switch the game mode to single player, there is another concern of how we can write smart enough AI to make combat fun.
- It requires a lot of effort on sketching and modelling different kinds of units and animating them

### *Potential Risks*

- Might become too complex in both programming and asset generation.
- Lack of time required.
- Map movement might not be satisfying.

### *Alternative Designs*

- Single player against AI, focus on story
- Multiplayer one on one matches
- Battling with more than one unit, switching between them in battle like RPG games

### *Next Steps*

Our plan is to create the prototype for the top down view alongside the third person one to prove we can achieve them individually. Then we'll put it together and test networking or AI to see which is viable for our game.

## Summary

We want to create a hardcore game for strategy players that does not rely on chance based mechanics and features a third person, top down hybrid world view

## Sources:

Style Reference Image, Our visual aesthetic goal. Sci-fi theme and lower end poly - <https://www.cgtrader.com/3d-models/exterior/sci-fi/lowpoly-scifi-outdoor-pack>