

Planetary Control

Game Design Document V1

Team Saber

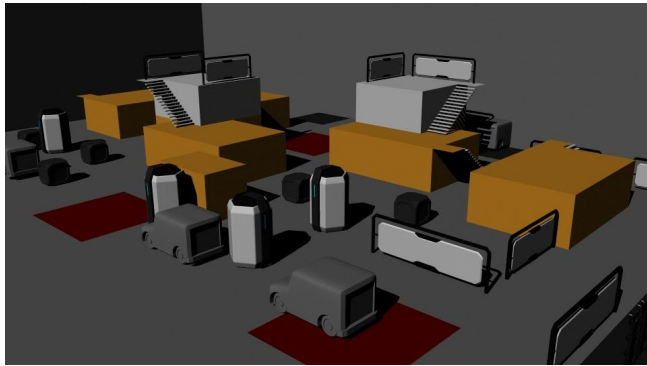
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Functional Flowboard



Primary Gameplay Mode

Perspective: Isometric

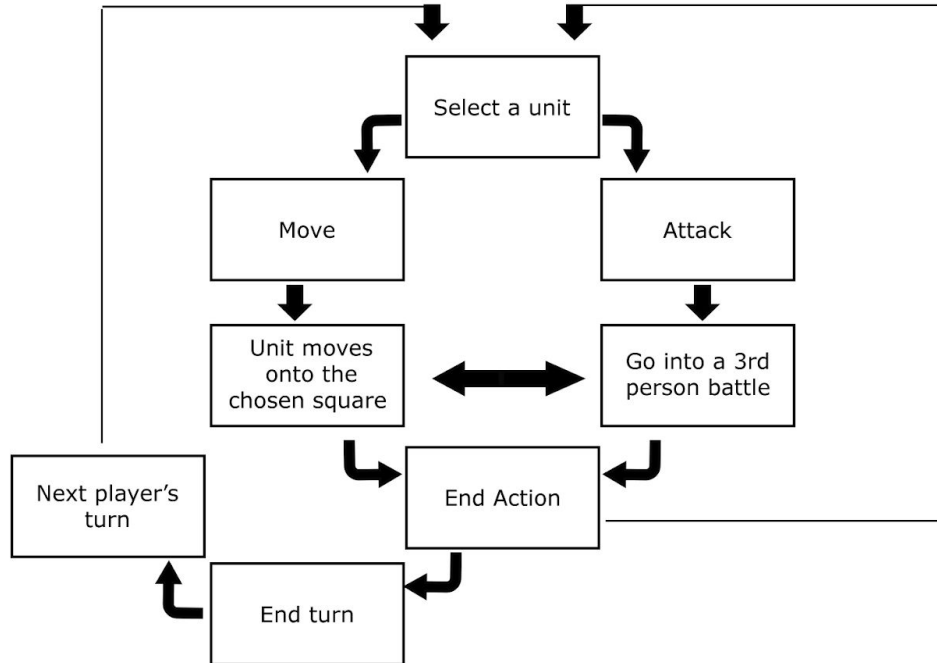


Interaction Model: Multipresent



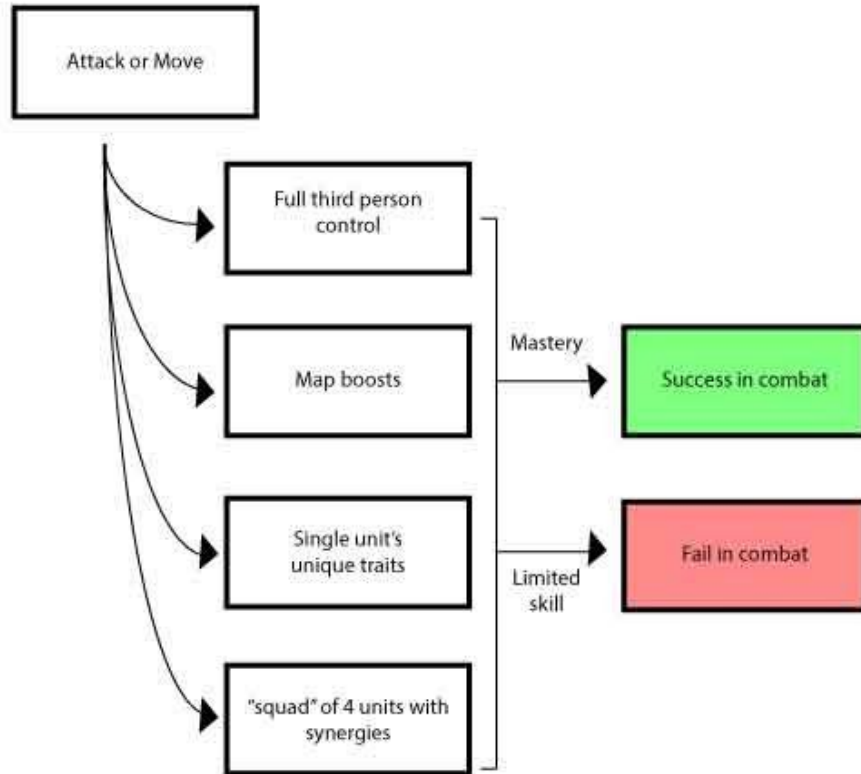
Core Loop:

Core Loop Diagram



Winning Play: Destroy the enemy base or all the enemy units

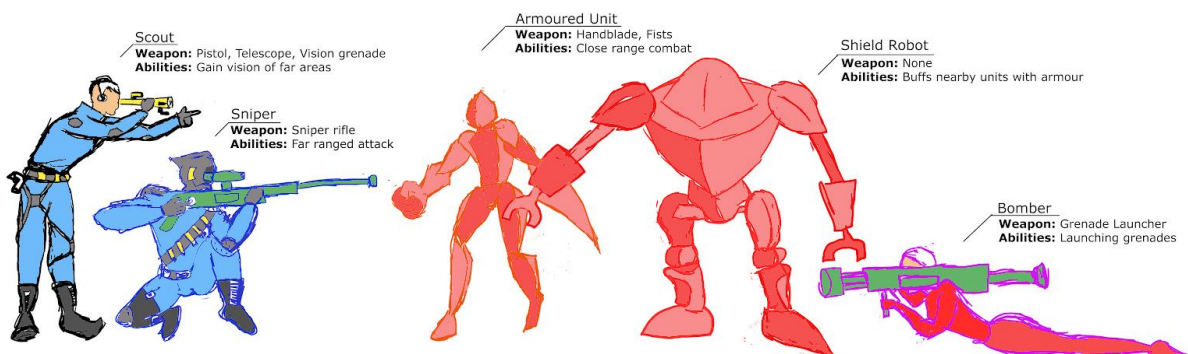
Smart Depth Variations:



Connection to winning play:

Learning unit synergies and quirks will make players better at defeating other players units. Boost towers require map knowledge and knowing when to use them

Protagonists and Antagonists



Each player plays as a separate faction denoted by their color. Friendly units will share the same color and enemy units will be in the enemy factions color.

Unit Lore:

- Medic: a middle-aged doctor who has seen too many deaths from the wars and made a conscious choice to do his job and save soldiers in their critical time of need: on the battlefield.
- Soldier: a 23-year-old female that graduated in the top class of the planetary recruit center. She is skilled in medium-ranged combat as her primary weapon is an assault rifle.
- Scout: with an expertise in perception, the scout dedicated his life to providing intel for his faction to save lives by preventing sneak attacks and setting up battles.
- Trapper: Tired of the war desecrating his wild hunting grounds, he decides to join the war, hunting and trapping the offending enemy soldiers instead.
- Armored: A beefy robot programmed to replace frontlines in an effort to reduce human casualties. During the design process, a need for tankiness outweighed its need for mobility, rendering the robot strong but slow.
- Shield robot: A robot programmed to support other units on the battlefield. Its primary utility is to provide shielding and mobility to other units, making other units take less damage and move further than they would on their own.
- Paladin: a brawny and virtuous man beloved by his town, he decided to enlist to protect those who would defend his countrymen.
- Jammer: an ex-government signal intelligence unit, he can disable and prevent abilities and passives from activating within his range.
- Sniper: a 23-year old female that graduated in the same class as the soldier in the top class of the planetary recruit center. However, she focused her studies solely on sniping. She is skilled in long-range combat and her primary weapon is a sniper rifle that was passed down by her deceased father.
- Bomber: not the sharpest shooter graduating from the planetary recruit center, but explosives don't miss.

Concept Shot of Core Loop

Overview of units and game world including obstacles and structures.



Select Unit by clicking on them, shows possible move space. Clicking on an enemy unit engages combat.



Combat in third person with the two units engaged in battle.



After combat timer is done the game returns to isometric view. Player can select next units to move or end turn.

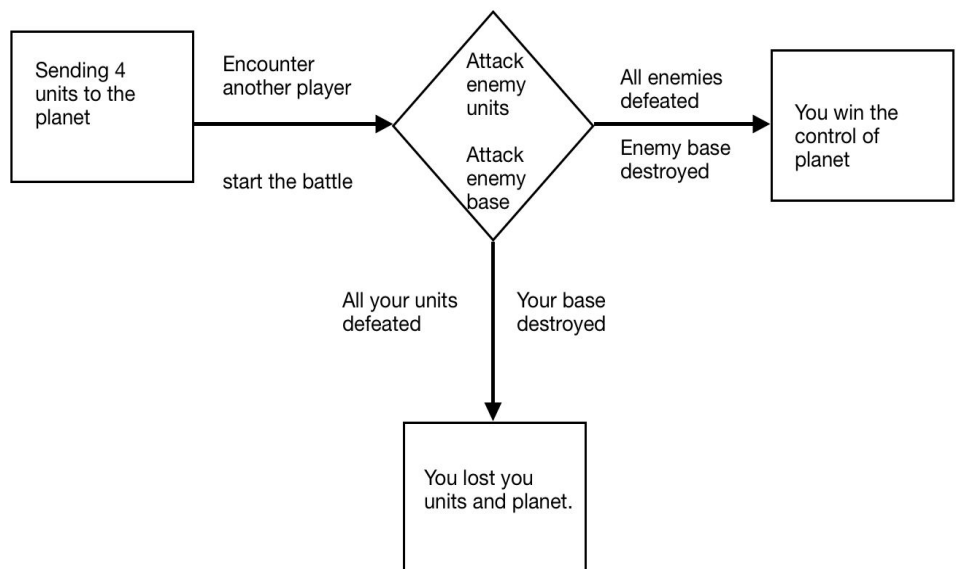


Story and Narrative Flowboard

Backstory:

In the future, human-beings are conducting colonization operations in the solar system. Important resources are limited on each planet, so different factions are fighting for control over more colonies. Because of the high rate of resource consumption, factions have setup armies, with skilled combatant squads of four, for their efforts. Mars is the start of the planetary control wars. Each faction has sent their most highly equipped squad to seize control over the existing infrastructure.

Gameplay Story:



Sources:

Xcom :

<https://images.app.goo.gl/BgG4G1VnzNBt2xYBA>

<https://images.app.goo.gl/3PHvS2gxKtmXKnLn7>

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Fortnite:

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Overwatch:

<https://images.app.goo.gl/gDqSX4ThoisdrwP6>

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