

Game Design Document

ONE WAR

Introduction

Title

One War

Genre

2D Shooter + Tower Defense Strategy.

Setting

World War I.

Graphic style

Black and white shades of the palette, most stylized for realism.

Sound

Full sound game design.

Platforms

Steam, XBox, PS Store, N Switch.

Target audience

Players aged 12-35 y.o., fans of shooters and strategies, tower defense, games in the style of ambient, potential fans of "Valiant Hearts", "The war of mine" etc.

Gameplay

- "One War" is based on the management of monetary and human resources.
- Money allocated by the state after each successful defense.
- Player is required to kill the enemy to get more money.
- Should be accessible for everyone - to newbies and good players.
- You can go back and replay unsuccessful waves or restart the game and farm for more money - you keep the upgrades done in further levels.
- Has to be well paced so the player doesn't get bored (not too long or too short waves).

Tutorial

During the tutorial the player will be forced to lose from 3 to 4 times:

- Each time the player loses a new building will be introduced to him - so he learns what each building does and that will give him a feeling of wanting to upgrade it.
- Before the tutorial you don't get any story events or cutscenes.

- After the tutorial the normal game starts and the player will have all the buildings unlocked.

Mechanics

- Player reflects the waves of enemies, earns currency to upgrade weapons, place buildings and upgrade buildings.
- A player goes from wave to wave, can lose soldiers, sometimes they can be replenished due to mini missions or game events.
- The player controls the defense of the position, he has 2 soldiers and one gun, the controlled units cannot walk and move, just aim and shoot.
- The player can manually take the unit under control while he controls the gun, infantrymen shoot through AI, or vice versa. But AI controls the heroes worse than the player, it is reflected in the accuracy of firing, etc., therefore it makes sense to take several types of shells under the control of the gun and it shoots endless shells in AI mode so as not to spend more expensive shells bought.
- Once every two waves a truck pulls up, which makes it possible to upgrade units and buildings. when buying buildings, they are pre-installed at their intended places.
- The player receives game currency for killing enemies that are attacked by waves, the number and strength of troops is constantly increasing, first there are several infantrymen, then more, then infantry + equipment and so on, there may be a small number of aircraft that can be shot down from the gun.
- Heroes can only die during event triggers and is part of decision making and story line.
- If all 3 heroes die, then this is the end and the cutscene is played where it tells about the tragic death of soldiers, their heroic defense, etc., that they still have families and they will not return home. We can have cutscenes of their families receiving letters or news that they died, making them sad or relieved in the case of the man who abused his wife. (maximum dramatic)
- There will be a good generative interaction of objects in terms of different fragments, or the ability to destroy small trees, etc., a downed tree or an airplane, a piece of armor flying off can kill a passing soldier.

- The player's task is to survive in the difficult conditions of the trench warfare and appreciate the soldiers, as they are in minority against a big horde of enemies.
- If you lose all the soldiers, the game is over and it is told that the heroes fought bravely to the end and so on.

Waves

- There will be various presets of waves, between 4 to 6 different ones.
- Presets have different levels of difficulties.
- The preset the player will get in each try is random, so if the player retries a level it will be different and will make it more challenging and unexpected.

Example:

There could be a different wave with heavy tanks and you won't have HE ammo, so you would still have to scout the enemy for information before the waves come.

Examples of wave presets

Level 1 wave:

Option1	T1, T1, T2, T2, T1, T3, T2
Option2	T1, T2, Inf1, Inf3, T3, Inf1, T2
Option3	Auto1, Auto2, Auto1, Inf1, Inf1, Inf1
...	...

Level 2 wave:

Option1	Here you have similar presets as level1 wave:
...	But with more HP or Speed. And they give more money.

Gameplay Loop

You play and lose about 3-4 times and start from wave 1 after the loss but your structures and upgrades stay and your knowledge on what decisions lead to a better outcome. That will have players to be more involved in the story and feel that decisions matter. Bad decisions lead to loss of people. You can feel that as decreased damage of the soldiers that are basically 2 AI bots that shoot enemies that come too close to the town. You can take control of these soldiers.

There are 3 positions that you use to attack based on how close enemies are: Cannon, Soldiers, Sniper Tower. When they are not under your control, AI is working instead of the player, but it works much worse. Also the player needs to

have at least N amount of soldiers for all of the structures to be operating. If you do not have enough you have to choose which ones to shut down. After you have built all the structures you basically can finish the game if you are good and mastered game mechanics.

If you are bad it takes more replays and upgrades and decisions that keep your people alive. After you have all the structures you get the ability to replay several previous waves and adjust your preparation and decisions to get a better result. Like a checkpoint.

Game experience

- Put the player in the place of the soldiers of the First World War. Make them feel that the decisions you make can save or take away lives. Reveal personal problems and desires of the main characters, show that during the war we are all the same, we fight for the ghostly privileges of the state.
- Human lives are like a currency for the state and a single person powerless in front of the system. Soundtracks, game events, settings should maximize this dramatic effect.

Characters

Main characters will be visually distinguishable from regular soldiers, so that it is clear that they are something special, like personalities, but with the time of the game this visual difference will disappear and they will all become black like other soldiers in this game, which will show that here they are nobody, everything is the same in one team.

- Every soldier in the game is black, and we can distinguish the main characters from them.
- **Main characters have colored features:**
 - Doctors have white coats
 - Main heroes are also colored or have colored clothes
 - Enemy main characters are also distinguishable

Events

- **During defense "events" occurring:**
 - **Window appears with the text - Example:**
"A couple of fascists came to surrender to you. You can kill them or to throw them in captivity? "
 - **Player has to decide what to do - Example:**
 - ◇ **Answering positively, he receives a message:**
"Press the trigger to kill Germans".

“Capral Bryan fired and hit the German in the chest, he died on the spot”. And you get +5 monetary units.

- These “events” can have a variety of consequences:
From the receiving an additional monetary unit to the mutiny among your soldiers that are not willing to have Germans among them or German soldiers can betray you and you lose your people.
- The plot of the game is gradually revealed based on events and scripted conversations in between waves.

In the middle of the game we have an event

- Because each of 3 heroes have different traits and are good for different missions: saving others, good at battle and good at scouting opponents.
- So this guy is good at scouting. We have an option to send him to scout during this event. If a player chooses him, he gets caught by Germans.
- We see the similar scene with the same camera views but in a different setting. This time he gets abused by Nazi.
- In the end he survived and came back home and changed his attitude towards his family.
- And if this guy dies during the game, we see a cutscene that his family got money from the government after his death and they still live a good life.
- If you choose another guy for this event, we play the same scene that was at the beginning.
- You have to know the traits of each character from narration to make a decision that leads to a better outcome.

So basically I want to make a mini story for each character that may or may not change by the end of the game.

Other person is a doctor and good at saving comrades.

Last one is homeless and volunteered to the military to survive.

At the end of the game, a story is told about each of the heroes, If you manage to

save all of them you see all of the cutscenes on how war influences them and how they come back to normal life.

Story

Order of story events

The game begins with a show of cutscenes, where the initial 3 heroes of the soldiers are taken to the front. I want to make this part dramatic with a feeling that they lose something that they value most.

First Soldier

He gets taken from his family - wife and children.

Second Soldier

He is taken from advancing his career as a high-ranked doctor and gets sent over to a battlefield to take care of the wounded.

Third Soldier

He is a homeless person.

Story Mechanics

We implement an unusual message system, it will visually look like the communication of heroes in This War Of Mine, where a small window popped up in the game world and replicas of heroes were displayed in them.

At the beginning of the game, cutscenes in these windows will display the phrases of heroes, soldiers, their families, etc. next, I'm going to give each of the characters a certain character that will be expressed in their phrases during the game, where they will express their opinion on what is happening, someone wants to return home to the family, someone wants to kick their enemies's ass, but now they are all in the trench, and they are all cannon fodder.

In addition, from the enemy side, there will be an unmanaged NPC officer who will always stand out visually, for example, inlaid epaulettes with "gold", and as a representative of the government, he will constantly put pressure on the soldiers to show that a simple person is not against the system. So it will be possible to see the replicas of some enemy soldiers, and their officer, their opinion on life, etc., so that the player understands that it is not soulless black sprites that are running on him, but people, and no matter how they want to kill them, but otherwise they will kill you.

There is an option to make some kind of communication between the game and the player through these remarks, so that the soldier says “if I had a better weapon, it would be easier to repulse the attacks”, hinting to the player that he needs to be pumped.

Small tasks with an impact on what is happening

For unexpected turns and some kind of surprises, I suggest introducing mini-tasks. Of which there will be a limited number, about 5, they will have a period and at a random moment from this period it should happen.

Examples

1. “We got boxes from the ammunition, the enemies sniffed out the info and launched an attack on the depots,” you’ll need to beat off a couple of biplanes from the gun, for this the player will get a few dozen mines that can be set automatically between the waves, which will facilitate the game, that is for positive actions, the game will reward small bonus.
2. Suppose we lost a fighter, and here we caught a prisoner, but he is ready to fight on our side, he can make up for the loss, but there is a 30% chance that he will sabotage and shoot at us, and try to escape to enemies, or he will not do and the lost fighter will be replaced by the captured enemy.

There will be around 5 such different tasks of this kind, but it takes a lot of time to implement special cases, but in this game, I think it's worth it + the player does not fully know what to expect from the game.

Inventory + upgrades

A land mine affects both infantry and equipment, armor-piercing ones kill infantry only with a direct hit, but they beat equipment well, shrapnel only affects infantry, it turns out that there is a type of general-purpose shell (land mine), and the other two are for targeted use.

Buildings

Every building can be accessed and has its own UI so that you can open and see them inside.

Headquarters

- They are available from the start of the game.
- A Plane that brings supplies.

- A Truck that brings supplies in more quantity than the plane.
- You have information about the supplies you need so you can order more based on that.

Headquarters Upgrades

- Gives buffs to collect more money from waves
- Unlocks access to other buildings
- Unlocks access to other buildings' upgrades
- Plane upgrades so you can order more supplies, but not much
- Weapon upgrades (Cannon, Sniper)

Field kitchen

- Increases the durability of soldiers - soldiers die slower when enemies are close.

First Aid Post

- Gives a higher chance to save some of the fallen soldiers. After the end of a battle you see that you have N amount of casualties. You have to manually look at your med-post to pick up possible survivors that can return to battle.

Scouting Post

- Has a chance to get info of the next wave structure (e.g. tanks heavy and slow, vehicles heavy and fast, mixed one).
- There is a chance that you fail scouting and lose soldiers - they can die or be captured.
- You decide whether to scout or not before the wave by manually going inside and choosing the amount of soldiers to send scouting).

Scouting Post Upgrades:

- Upgrade gives a higher chance of successful scout

Sniper Post

- A building with similar AI as your soldiers on the ground but much bigger range and high accuracy.
- You can take control of this post and shoot soldiers with high accuracy on the distance or vulnerable parts of tanks.

Defense

- Cannon
- Air attack
- Wires
- Ability to put mines on the field - unlocked with each level of upgrade.

Ammo

- **Cannon**
 - Default ammo (it's like HE, but does less damage) - unlimited
 - Shrapnel ammo
 - HE ammo

Enemies

There will be many enemies, the main classification is infantry, auto \ moto equipment, armored vehicles, tanks, aircraft.

Infantry

- **Pistol gunners**
Simple infantrymen with pistols, look as unprotected as possible.
- **Rifles**
Ordinary soldiers with Mauser 98k carbines in a helmet and regular uniform.
- **Grenadiers**
Soldiers with a pistol and one grenade.
- **Submachine gunners**
Dressed like rifles but with PP.
- **Light machine gunners**
Soldiers with a machine gun, shoot lying and from the knee.
- **Heavy machine gunners**
Infantry in steel shells with machine guns, move slowly but are difficult to kill.
(with a shot from a gun)

Auto / moto equipment

- **Motorcycle**
Has a machine gun available, moves quickly, easy to destroy.
- **Tractor**
A tractor with a machine gun is less vulnerable than a motorcycle, but the combat power is the same.

Armored vehicles

- [Armored personnel carriers](#)

Several types of armored personnel carriers armed with machine guns.

- [Heavy armored personnel carrier](#)

(if exists) Armored personnel carrier with a gun. Weak armor but high firepower.

Tanks

- [Several types of tanks + - the same characteristics](#)

Aviation

- [Biplane](#)

One biplane that can carry one bomb

Game experience

To enhance the effect of the gaming experience (besides the obvious graphics and music), we add the dramatic background of each of the characters in cutscenes before the game.

Each of the three heroes will have their own character, and their external differences, the fighting spirit of the hero will affect his combat characteristics and change depending on the events in the game.

The thoughts of heroes and other people will be displayed in a cloud above their head, similar to the game "The War of Mine," at some points you will need to show the wishes of the heroes that the player can relate to.

The death of each of the heroes should be dramatic. When the first soldier dies there could also be a dialogue between the two remaining soldiers, when "soldier2" is crying the death of the "soldier1", and the "soldier3" tells him it is not time to cry now, that they must defend or they are both gonna die as well.