

Assignment 3: One-Pager

OVERVIEW

Game

Earth Expeditionary, a PC and console first-person tactical shooter.

Pitch

In 2025, a hostile alien force attacked Earth, starting a long and bloody war against them on our home turf. Now, years later, pocket resistances still fight against the endless hordes in the hopes of freeing their homeland. Gear up your character with four others as an expeditionary force out into the ruined cities, attempting to scavenge equipment, technology, survivors, and information on your foes.

Style and Tone

Since the setting is effectively sci-fi guerilla warfare/post-apocalyptic, deterioration of surroundings should be prevalent; buildings should have common characteristics like being burnt-out, neglected, or partially/wholly destroyed. Complementing the destruction, the colour palette should be very dark but contain some brighter reds for fire and blood. The game should feel fairly somber (save for some one especially chipper NPC trying to make the best of things), and players should feel on edge/tense whenever they aren't actively in focus on combat, but also have minigames (explained further in the 'gameplay' section) and different objective types in order to break up gameplay from monotonous gunplay.

Pillars

Impactful customization, coordination focused, and sense of progression.



DETAILS

Core Features

Designed in the same vein as Tom Clancy's The Division/Call of Duty: Ghost's Extinction game mode/Tom Clancy's Rainbow Six: Siege's Outbreak game mode, players should be fighting against waves of enemies in a partially destroyed/overtaken city, fighting with close-to-modern weaponry co-operatively with other players against AI. As with the first game mentioned, players will have an assortment of gear and customization options that can be discovered and upgraded by scavenging in missions and by leveling up in an RPG style, and like the second example should have class-based character selection that dictates special abilities and bonuses that each player has available.

Although there should be minimal equipment restrictions between classes, each should have a unique gadget or perk that fits their role and boosts their team. For instance, the Biological Scientist would be able to equip a temporary deployable medical item for their team, choosing between such options as damage resistance, bleed-out slow, healing, or revival. Likewise, the Gunsmith would be able to choose a persistent bonus to weapons throughout the level, such as decreased recoil or increased magazine size.

Each class would also have a bonus to one of the specific minigames available; if the players are doing a 'Track' objective where they need to find the path that a target took, the Survivalist would have their sensory specialty that would allow them to see visual cues such as footprints more easily. This doesn't prevent other members from completing the role of the minigame, but increases the group's overall ease/speed by having the 'correct' character do it. Another example would be 'Rewiring', where players need to connect the appropriate wires to each other (as per a chart) to open an object such as an electric door (where connecting an irrelevant wire would do nothing, and an incorrect connection would revert progress); the Computer Engineer would never grab irrelevant wires.

Supplementary Features

To prevent stagnation, it is also fairly important that the mission system is dynamic; an interesting mission shouldn't be comprised of static objectives in a predetermined series, but should be procedurally generated, and be modified based off of player action earlier in the level (such as rearming dormant traps if there was a Rewiring fail earlier). Incorporating an RPG-style gear system also allows for radiant loot and progression to occur (such as in Tom Clancy's The Division), in addition to allowing for a power-level based 'zone' system.

Ideally, since players are going to be obtaining loot semi-randomly, each item is also going to have an effect on their character. For instance, a 'pocketed' item would allow for more ammunition/gadgets to be carried, whereas a 'Kevlar' item would increase the player's damage resistance. This when combined with a weapon customization system allows for not only a wide range of equipment use, but also increases the maximization possible to Explorer players (based off of Bartle's Taxonomy), in addition to allowing for player expression via designing the look of their character.