

COMBAT TANKS

GAME DESIGN DOCUMENT

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Excl usive For
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PlayStation®Vita



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CONTENTS

Contents	2
GAME SCENARIO	3
Visual Style	3
Vita Feature Set	4
SPECIAL EFFECTS	5
INNOVATION	6
Leader Boards	6
Downloadable Content	6
ENEMIES	7
ENEMIES Continued	8
GAME MODES	9
AUDIO EXPERIENCE	10
Ambient SFX	10
WEAPONARY	11
Type One (primary weapons)	11
Type Two (secondary weapons)	11
Upgrades	12
Level Editor	13
Block Set Categories	13
Level Editing Interface	13
SCORING	14
MULTIPLAYER	15
Multiplayer Options	16
RANKINGS	17
Ranks List	17
THE GAME SCREEN	18
Heads-Up Display	18
ADDITIONAL FEATURES	19
CONTROL DETAILS	19
DEVELOPMENT SCHEDULE	Error! Bookmark not defined.
Development Advance Fee	Error! Bookmark not defined.



GAME SCENARIO

COMBAT TANKS is a game dedicated to futuristic armoured warfare. Enjoy epic tank battles against armies of AI controlled enemy tanks, or online against other players all over the world.

The player has a number of tanks at their disposal, from fast and manoeuvrable Light Tanks, all-purpose Medium Tanks through to heavy Battle Tanks.

The ultimate sci-fi themed armoured tank warfare experience. An orgy of tank-on-tank combat presented in eye-wateringly vivid, bleeding edge Vita visuals with stunning audio-visual effects and devastating battle FX.

Engage in head-to-head duels where speed and strategy are everything. Evade the enemy and blast them into the sky!

The basic goal of the game is to destroy as many enemy targets and accumulate as many points as possible before you lose all your lives. You control an advanced battle tank equipped with a primary centre-mounted cannon and a secondary nuclear class weapon.

A fusion of retro gaming brought up to date with extensive online functionality, user generated content and DLC extras.

VISUAL STYLE

Best described as Steam-punk meets TRON. Glowing plasma lighting, golden towers, vivid colour saturated skies, detailed scenery and buildings all lovingly put together with more rivets and bolts than you can imagine!

The game world is split up into sectors, with each sector assigned a difficulty rating depending on the strength of the enemy presence. The harder the sector difficulty, the more points the player is awarded for clearing it of enemy targets.

Each sector features varying surroundings, buildings and scenery props designed to maximise visual appeal and variety.



Vita Feature Set

Game Progression

Non-linear Campaign mode whereby the player can select which region he will defend, in the order he chooses.

Online Leader Boards

With a retro arcade action feel and an emphasis on building up big scores, game scores can be stored on online leader boards, where you can compete against players all over the world.

Online Level Sharing

Create and share levels with other Vita PSN users. Infinite possibilities await the player with the level creation tools.

Multiplayer Mayhem

5 different online multiplayer modes for up to X players.

Varied SP Game Modes

Including Campaign, Arcade and Time Attack.

Player Statistics

Various player statistics from both single player and multiplayer games are stored, tracking player progress and progression along with various game stats.

PSN Trophies

10 PSN Trophies await the player upon reaching different game targets.

Camera Support

Use your own photographs on in-game Billboards



SPECIAL EFFECTS

We have focused on adding special effects to enhance the gameplay and visual style; to fully realise a believable world and allow the player to interact with the scenery and environment. Special effects include:

Material Shaders

We will utilise a range of different material shaders to give depth and contour to normally flat textures. Texture shaders will include Normal maps, Specularity maps & Displacement maps.

HDR Lighting

To ensure that details in our scenes can take advantage of a large contrast ratio, we'll implement HDR lighting. As such bright shades will be really bright and dark areas really dark – but details can be seen in both. Light blooming will also be used to exaggerate brightness, causing very bright highlights to bleed.

Shadows

All vehicles will cast contour sensitive real-time shadow over the environment and all scenery items, and the levels will feature soft shadows throughout.

Reflections

Real-time environment mapped reflections on tanks, ships, building windows & shiny surfaces.

Dramatic Explosions

Combining particles with scaled poly explosions, shockwaves and screen shake to allow for huge 'action movie' type explosions.



INNOVATION

COMBAT TANKS allows players to not only create levels, but to upload and share them with other players. Players can also rate the levels (out of 5 stars) and view statistics on them (for example, popularity of the level within the community).

This innovative feature will allow an infinite number of new levels to be created which, in turn, will provide much added value to the game for the user who can continue playing long after they have completed all of the in-built levels and game modes.

This will all be supported and promoted with an online user discussion forum, Facebook page and regular Twitter tweets and design competitions.

Extensive Live Area coverage will also be included.

LEADER BOARDS

COMBAT TANKS will support an extensive range of both native and online leader boards. The online leader boards will store the best scores for all players throughout the world.

Sort filters include:

- Top scores
- Player score
- Friends scores

DOWNLOADABLE CONTENT

We will support the title with on-going DLC, which will include:

- New Tank models
- New Editor blocks
- New Level set skins



ENEMIES

The following is a list of enemy classes encountered throughout the game. This list will likely expand:



Gun Turrets

Stationary gun turrets, which track and fire on the player.



Tanks

Low armour tanks, medium power single shot weapons.



Battle Tanks

Heavy armour, high weapon single shot power.

ENEMIES CONTINUED



Heavy Battle Tanks

Fast firing, fast moving with advanced heavy grade armour.



Nuclear Tanks

Slower moving but fires deadly nukes, very powerful armour.



Jeeps

Very fast moving with low power weaponry. No shields or armour.

GAME MODES

Game modes available from the Main Menu are:

- **New Campaign**
(Start a new game and save slot)
- **Continue Campaign**
(load from one of three save slots)
- **Arcade Mode**
- **Time Attack Mode**
- **Level Editor**
- **Multiplayer**
- **Game Options**
- **Credits**

Campaign

The hub of the Campaign mode is the planet map screen – from there you select which sector to defend. You can also find detailed information of each sector and intelligence reports on the enemy presence.

When the sector is selected, a tele-type effect overlays the play area stating the sector name, and the level of tank activity.

Arcade Mode

A linear game mode whereby the player must clear each sector in turn, in a set order. The aim of this mode is to rack up high-scores and place on the score table, the player starts with 3 lives.

Time Attack Mode

The player is challenged to score as many points as possible in three minutes with unlimited lives.



AUDIO EXPERIENCE

Ambient SFX throughout tailored to each location; different scenery buildings/props trigger certain ambient sounds.

Soundtrack with dynamic tempo & tone changes; triggered when low on shield energy & when specific enemies appear.

Extensive use of spot effects to provide audio feedback to the player for all gameplay events; events include receiving damage, running low on energy or time, placing editor blocks, and so on.

All interaction with scenery and objects is accompanied by a suitable sound effect, for example, hitting a metal object gives a metal clang.

AMBIENT SFX

Each environment will include a wide range of bespoke ambient sounds – assigned to specific buildings/scenery.

Machines buzz as you get close to them, neon lights hum, wind blows, radars bleep – the aim will be to give each environment a unique audio feel to complement the visual design.



WEAPONARY

Primary and secondary weapons can be used together - primary for rapid fire lower damage attacks, with unlimited ammo and the more powerful secondary weapons which have limited ammo for each pick-up. Only one type of each weapon can be equipped at once.

TYPE ONE (PRIMARY WEAPONS)

Plasma Cannon

Fast firing, low power per shot.

M-4 Cannon

Medium power single shot.

Rail Gun

Uses a series of electromagnets to accelerate a magnesium round to near relativistic speeds. Very high power and can punch through just about any armour or defence.

Rockets

Fires a single high velocity rocket forward. They have no seeking capabilities but may be fired in rapid succession.

TYPE TWO (SECONDARY WEAPONS)

E.M.P Missile

Homing device which uses a laser sight, once locked onto an enemy it turns from green to red and follows the target until impact.

Mega Blast Unit

Fires a large ball of plasma energy which on impact detonates and creates a huge shockwave, devastating everything in its wake. Long recharge time between shots.



Guided Nuke

A very high power weapon; launches a single slow-moving but utterly devastating nuclear missile, which must be manually guided to target.

UPGRADES

Upgrades are randomly dropped by destroyed enemies:

Power Replenish

Restores 25% of shield power.

Full Repair

Restores full shield power.

Double Damage

Shot multiplier – doubles the power of every player shot. The Double Damage effect lasts for 40 seconds.

Quad Damage

Shot multiplier – quadruples the power of every player shot. The Quad Damage effect lasts for 20 seconds.

Deflector Shields

Shields provide temporary protection against enemy fire.

Rebounding Shots

All shots will rebound off scenery blocks up to two times. The Rebound effect lasts for 120 seconds.

Invisibility

Turns the tank invisible until it fires and is illuminated by the weapons discharge.



Level Editor

Levels are created from building blocks and are built block by block.

There will be various type of block – such as buildings, roads, scenery and weapon spawn blocks.

BLOCK SET CATEGORIES

The full list of Block types is as follows:

- Scenery (ground blocks, mountains, rocks and trees)
- Buildings (buildings & high detail landmarks)
- Roads (various road and path blocks)
- Bridges (raised areas such as bridges and ramps)
- Weapon/AI spawn points
- Jump blocks (ever see a tank jump? You will now!)

LEVEL EDITING INTERFACE

The level creation controls and interface layout will be designed to use the unique control features of the vita; such as touch controls to prove the player with the most intuitive and easy to use level building toolset.



COMBAT TANKS

SCORING

Each enemy vehicle has a base score that you earn when you destroy it:

Jeep	100 points
Tanks	250 points
Battle Tanks	1,000 points
Heavy Battle Tank	2,000 points
Nuclear Tank	5,000 points

Bonuses

In addition to the base score, you can earn bonus points for using special techniques in your attack.

Hitting enemy targets from a long distance will advance the Score Multiplier (up to a maximum of 5x). See the section on Score Multiplier, below, for details.

Score Multiplier

Each destroyed enemy releases a Score Multiplier Token, which increases the total number of points you will earn for destroyed enemy vehicles. The multiplier is advanced each time you collect an additional token. The multiplier is reset to 1x when your tank is destroyed.

Extra Lives

A single extra life is awarded every 50,000 points.



MULTIPLAYER

Compete against friends and family over 5 multiplayer game modes, each of which allows competition between 2-4 players. Online multiplayer and AdHoc Wi-Fi multiplayer is supported.

The following multiplayer modes will be implemented:

Battle

2 to 4 players' standard Battle mode – the aim of this mode is to earn the highest number of individual kills.

Team Battle

4 player Battle mode – as normal Battle mode but with two teams of two players.

Capture the Flag

2 or 4 players (2 teams of 2 players) – the aim of this mode is to capture your opponent's flag, and return it to your own flag. If the flag carrier is killed, the flag drops to the ground for anyone to pick up. If a team flag is taken, it must be returned before that team can take the opposing team's flag.

Assault

2 or 4 players (2 teams of 2 players). Special zones will be set on each map – one team has to protect the zones and stop the opposing team from entering them, while the other team has to enter each of the zones in turn. The game records how long it takes for the opposing team to enter all of the protected zones. A captured zone can be freed by the defenders entering the zone for 10 seconds.

Last Man Standing

4 players only – the aim of this mode is for each player to survive longer than any of the other players. Also, if you stand in one place for too long you get called out for camping and your location shows up on everyone else's map.



MULTIPLAYER OPTIONS

In all multiplayer modes the following parameters can be set:

- Availability of each weapon
- Availability of each power-up
- Arena within which to play (new ones unlocked in one player mode)
- Time limit
- Kill limit
- Amount of energy at start (can be used as a handicap for weaker players)
- Radar (can be used to deactivate enemy blips from the in-game map)
- Friendly fire (team games only, switch on to allow damage to team-mates)



RANKINGS

Rankings are used to determine the skill standard of a player, in both single player and multiplayer game modes. The rankings are unique to each mode; i.e. single player rankings have no effect on a player's multiplayer ranking.

As player skills improve they rise through the ranks – additionally it is a good gauge to the skill level of an opponent in multiplayer battles.

RANKS LIST

List from beginner (newbie) rank through to veteran:

- Pacifist
- Recruit
- Private
- Corporal
- Sergeant
- Lieutenant
- Captain
- Major
- Colonel
- General



COMBAT TANKS

THE GAME SCREEN

HEADS-UP DISPLAY

Radar

The Radar Display is located at the bottom of the screen. It displays:

- Enemies are displayed as white dots
- Enemy fire is displayed as red dots
- Large enemies are displayed as flashing white blobs

Score

The score information varies depending on game type:

- Single player scores
- Battle kills

Timer

Displayed in time limited games – shows remaining time left.

Weapon Type/Ammo

Weapon icons display the currently selected weapon as well as ammo counts.

Shield Status

Indicates the current shield power remaining.

Rank

Multiplayer only – shows ranking in the current battle.



ADDITIONAL FEATURES

Attract Mode

After a period of inactivity on the title screen, an "Attract Mode" sequence begins which shows the enemy vehicles and basic scoring structure. To start a game, simply press the CROSS or Start button.

Game Stats

Numerous game stats are recorded and saved with the current player profile. All stats are stored by game type:

- **Score**
- **Kills**
- **Long Distance Kills**
- **MP Kills**
- **Game Hours**

CONTROL DETAILS

The game controls are currently undecided, but multiple control types will be included – from traditional twin sticks to more touch screen functionality.

We intend to do player focus testing on the control method to ensure the best possible results.

