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| Portal Games |
| Design Concept Document |
| For TRA: Multiplayer Only Game |
|  |
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| **7/1/2008** |

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| This document contains an overview of the features of the game. |

Table of Contents

[Introduction 3](#_Toc202797760)

[Background 3](#_Toc202797761)

[Player Perspective 4](#_Toc202797762)

[Genre 4](#_Toc202797763)

[Target Platform 4](#_Toc202797764)

[Starting Screen 5](#_Toc202797765)

[Multiplayer Lobby 6](#_Toc202797766)

[Gametypes 7](#_Toc202797767)

[Gametype Editing 7](#_Toc202797768)

[Tactical Communication System 8](#_Toc202797769)

[Gameplay 8](#_Toc202797770)

[Base Player Traits 8](#_Toc202797771)

[Megawatts 9](#_Toc202797772)

[General Gameplay 9](#_Toc202797773)

[Armor Classes 9](#_Toc202797774)

[Light 10](#_Toc202797775)

[Normal 10](#_Toc202797776)

[Heavy 10](#_Toc202797777)

[Captain 10](#_Toc202797778)

[Tactical Map 10](#_Toc202797779)

[Morals System 10](#_Toc202797780)

[Equipment 11](#_Toc202797781)

[Binoculars 12](#_Toc202797782)

[Assisted Targeting 12](#_Toc202797783)

[Radar Boost 12](#_Toc202797784)

[Radar Jam 13](#_Toc202797785)

[Power Transfer 13](#_Toc202797786)

[Armor Regen Station 14](#_Toc202797787)

[Guanna/Caffeine 14](#_Toc202797788)

[Power Drain 15](#_Toc202797789)

[Armor Boost 15](#_Toc202797790)

[Grenades 16](#_Toc202797791)

[Money System 16](#_Toc202797792)

[Map POIs 16](#_Toc202797793)

[Computer Bank 17](#_Toc202797794)

[Weapons 17](#_Toc202797795)

[Pistol 18](#_Toc202797796)

[Bullpup Rifle 18](#_Toc202797797)

[Sub-Machine Gun 19](#_Toc202797798)

[Sniper Rifle 20](#_Toc202797799)

[Shotgun 20](#_Toc202797800)

[Minigun/Turret/Machine Gun 21](#_Toc202797801)

[Knife 22](#_Toc202797802)

[Rockets 22](#_Toc202797803)

[UI 22](#_Toc202797804)

[Radar 22](#_Toc202797805)

[Stats 22](#_Toc202797806)

[Spectator Viewing 23](#_Toc202797807)

[Theater Mode (OPTIONAL) 24](#_Toc202797808)

[Control Setup 24](#_Toc202797809)

[Xbox 360 24](#_Toc202797810)

[Windows 25](#_Toc202797811)

[Ending Notes: 25](#_Toc202797812)

# Introduction

The game currently untitled is a FPS game that is Multiplayer only. Being so, the balance in multiplayer must be on point. In this document you will find a detailed explanation of each facet of the game. Please use this document as a reference before you submit Questions for Clarification. This serves as a guide only, if you have any suggestions to improve anything, please put those in the forums along with your reasoning.

## Background

The most similar game to this one is Shadowrun, the Multiplayer FPS which used magic and technology for you to control the outcome of each fight. The game had very solid gameplay and was praised by everyone who played it. On the other hand that wasn’t a lot of people because of poor marketing and magazine reviews. This game instead dwells in the hollows of competitive gaming history. The game makes teamwork and individual skill both necessary, but did not offer any Downloadable Content, making an already shallow in terms of features game, every shallower. The game’s online matchmaking was not very customizable as one such as Halo 3, where you can edit maps, edit gametypes, and watch old films. Furthermore, no matchmaking playlists existed much as Team Slayer, or a place for custom variants such as zombies. This contributed to more causal players getting a very short life span out of the game.

## Player Perspective

You start your first or 200,000th multiplayer game. You are on the red team and playing as the Normal Armor Class. You navigate to the buy store within the spawn room. You buy a Rifle and Assisted Targeting System (or ATS). You go to a certain point on the map which is overlooking the main battle field. Except you spot someone on the other team who did the same thing, only he teleported through the wall to get to this point. You point your rifle in his direction and let the ATS system do the rest. You fire off repeated shots, most of which hit and take him down. After this short battle your armor’s power is down slightly and your health is down. Your armor regenerates as you move in to help your team mates with shots. This round your team gives you some money to buy a teleport system of your own. You go through the wall early and bring out your knife to stab the enemy who is about to teleport through. You stab him, and he goes down nice and clean. Your team goes on to win the next 3 rounds making the score 4-0. At this point the Morals System kicks in. And the other team receives more money than usual. You move in to the same spot, only to discover that the player has a mini-gun and can quickly take you down. Your team mates all teleport in and takes him down and revives you. You attempt to damage his body beyond repair (or clear it), but you cannot clear it as your character responds that he can’t do it. You go on having to kill the other team’s members as many as 3 times, while you only have 1 additional chance at life.

## Genre

The game is a Multiplayer FPS Shooter. Some weapons however will switch the player over to a third person view. The game makes use of technology to weight each encounter over another. Similar to Halo however the golden triangle of Shooting, Melee, Grenades will be expanded on to include, Technology, Shooting, Melee and grenades. For market analysis see: <http://www.gamestats.com/objects/760/760844/>

<http://www.gamestats.com/objects/827/827006/>

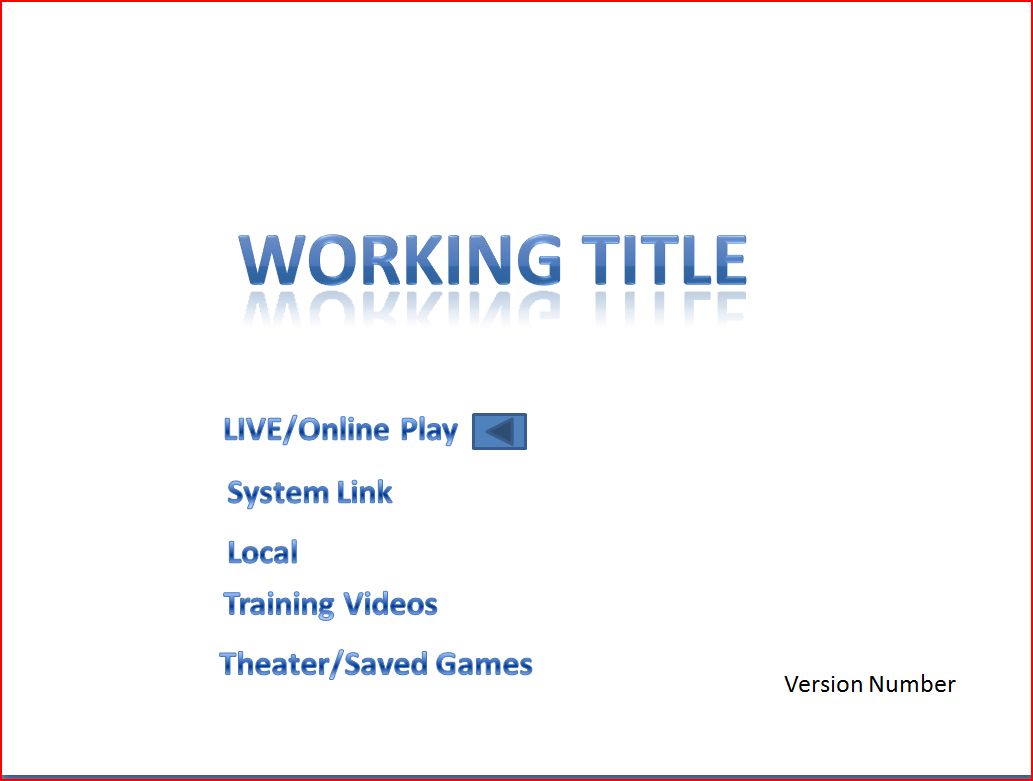
The most important fact on both of these pages is the Press Score vs. The Player Score:

This means that the magazines did not agree with most players.

## Target Platform

Windows/PC/XP/Vista –Prototyping, Development, Alpha Testing, Beta Testing, Release

Xbox 360- Beta Testing, Release

Starting Screen

Figure

This is the bare screen void of any background animations, but it does get the point across. In the lower right hand corner a version number. The arrow seen is the pointer.

Important Feature:

The background of the menu will be an equipment room (similar to the one in Rainbow Six Vegas 1). Players are able to rotate around the room with their Left Thumbsticks, and navigate the menu normally using the Left Thumbstick. For Windows Users, their Arrow Keys will allow them to rotate around, and the mouse can be used to select options.

# Multiplayer Lobby

# C:\Users\Bradley\Desktop\Portal Games\Current Project\TRA\Documents\Custom Game Lobby.JPG

Figure

# C:\Users\Bradley\Desktop\Portal Games\Current Project\TRA\Documents\Matchmaking Lobby.JPG

Figure

## Gametypes

The game is going to ship with 3 default game types; each game type features rounds (default is to 6). The winning condition is killing all opposing team members (Attrition), scoring the flag (CTF), and planting the bomb (neutral bomb). The ending condition can also be achieved by wiping out all opposing team members (CTF, Neutral Bomb).

Attrition: The Goal is to kill; if you die you can be resurrected once unless the Moral System is in place.

CTF: The Goal is to secure (from the enemies’ base) and run the objective back towards your base, if you die you can be resurrected unlimited amounts of time, unless the Moral System is in place.

Neutral Bomb: Secure the bomb that’s in the center of the map, and bring it to the other team’s base to plant it. Bomb Plant time is 5 seconds unless the Moral System is in place. You can be resurrected 3 times unless the Moral System is in place.

## Gametype Editing

Game types will have settings that can be edited. The settings are as follows:

Base Player Traits (for each class)

Health (1% - 400%)

Armor (1% - 400%)

Move Speed

Abilities

Tactical Map (on or off)

Camouflage (on or off)

Base Map Traits

POI’s

Computer Bank (on or off)

Radar Tower (on or off)

Movement

Speed Cars (on or off)

Elevators (or or off)

Equipment Traits

All Equipment will have changeable usage times, recharge time and an on off switch.

Money System

All Weapons and Equipment will have editable costs

Moral System

Moral System (on or off)

Rounds winning by to kick in (1-7)

Weapons

All Weapons will have changeable spreads, damage amounts, and an on off switch.

Starting Traits

Allows the Player to change the starting traits for each class, including what weapons, equipment, and abilities the player starts off with.

## Tactical Communication System

Players will be able to use their controller or keyboards to communicate with friendly players.

One button will allow the player to call for backup; the next will allow the player to call out an enemy’s location. The last button will be a move-to button allowing players to tell other players to move to a point on the map. The avoid button will allow players to toggle areas of the map as dangerous. The backup button, will automatically callout the player’s location and tell how many enemies he is engaged with. The callout button will show an enemy’s last known position and what weapon he is holding. The move-to button will allow players to give other player’s way-points when moving about the map. The avoid button will destroy waypoints put down, or if no way point is down, tell all players that this part of the map should be avoided.

# Gameplay

These following sections are dedicated to the gameplay.

## Base Player Traits

Armor – How much protective Shielding of the enemy

Health – How much Life Energy a Player Has (very small compared to Armor energy)

Speed – How Fast a Player can Move

Gravity – How much gravity affects players

Player Class: The Class of Armor the Player Wears (Light, Normal, Heavy, Captain)

Megawatts: (See Megawatts)

### Megawatts

Megawatts are the medium for controlling how many technologies in the game can be used at the same time to prevent spamming. Megawatts can be taken, regenerated (after a short period of no use), or held. They are similar to essence used to cast magic in the Shadowrun game for Xbox 360 or PC.

## General Gameplay

Technologies in the game are assigned to a hotkey. Some can also be “quick casted” throw the tech menu unless otherwise stated. The method of combat might be as follows:

Technology

Grenade

Fire

Melee

This creates a sort of Golden Rectangle of tactics making players out come not only determined based on skill, but also teamwork and thought process. Instead of having 1 one way to win a game, there will be several making the game much more tactical. The use of technology, armor classes and weapons will truly make this into a multiple tier game.

## Armor Classes

Terminology:

Hardening – The time it takes the armor to harden so it can block shots the best.

Battery – The amount of energy the armor can devote to deploying equipment

Health – The amount of life a player has left (cannot be seen).

Armor Status – The amount of energy the armor has left to taking shots.

Softening – The time it takes armor to go back to the rest state.

Redlining – When armor is no longer effective

Move Speed – How Fast A Player Can Move

Regeneration – The process in which battery energy is given to regenerate armor.

Move Speed Penalty – The amount of move speed that is penalized when an armor class picks up a heavy weapon.

Table Armor Class Details



### 

### Light

The Light Armor Class is the fastest but the weakest. This armor class also will suffer a move speed penalty when lifting heavy weapons. This armor class also has the best battery and is able to use more technology than any other class. This armor class also can regenerate its armor.

The armor regenerates at 7% per second when not being shot for 4 seconds.

### Normal

This armor class is the median in all abilities. This armor class cannot regenerate its armor.

### Heavy

This armor class suffers no move speed penalties when lifting heavy weapons. This armor class takes very little damage once hardened. This armor class cannot regenerate its armor

### Captain

This armor class has a helmet so head shots don’t affect less. He can regenerate armor and is most similar to the Normal armor class.

The armor regenerates at 7% per second when not being shot for 4 seconds.

## Tactical Map

The Tactical Map is the way to force players to communicate in a hierarchy. The Captain has access to data collect from other player via sightings and player tagging via Binoculars. The Captain can help the team decide when and where to rush, where to hide or fall back to or how to fall back. While players can see their own Binocular tagging the Captain has access to more information over the battle field.

## Morals System

If two teams are mismatched in skill then the losing team should receive more Money. This allows that team to close the skill gap with superior fire power. In addition to this, enemy players will be unable to clear bodies. Furthermore, the losing team will be able to resurrect their team mates more than once and their last man is able to move faster and take more damage. The default conditions to activate the Moral System are as follows (as seen through losing team):

3 Round Gap

1-5 Round Score

The amount of money, resurrects, and extra health is decided by the game stats.

## Equipment

The Equipment is a series of devices that give one player and advantage over another in a battle. With the exception of grenades, you cannot pick up equipment from a fallen player.

Terms:

Activation Time – the amount of time until the equipment becomes active

Deactivation Time – The amount of time it takes to deactivate the equipment

Minimum time Activated – The Minimum amount of time the equipment is activated

Cool-Down – The amount of time until you can use another piece of the same equipment

Time Active – the amount of time the equipment is active once active

Radius – the radius of impact the equipment has

Range – The distance the equipment can be thrown

Degrading – Shows if the equipment looses effect over time

Megawatts Taken – Shows how many Megawatts are taken from using the piece of equipment

Megawatts Held – Shows how many Megawatts are Held for using the Equipment (megawatts are only held as long as the equipment is active)

Megawatts per Second – Indicated how many Megawatts per second are used

Mapped to Use – Specifies if the equipment has to be mapped (to hotkeys) to be used

Amount Hold able – The amount of the item that can be held (if this is N/A then it can be reused once deployed)

Regenerate – Does the item regenerate

\*If an item does not specify any of the above terms than it is N/A

### Binoculars

Binoculars Allows Players to tag enemy players for viewing on the Captain’s Radar and a HUD waypoint of his last known location. Enemy Players will be tracked for up to 30 seconds or after they have moved into a different area of the map. Player details like armor class, current weapon, and an estimation of the armor’s power are all shown. Players using certain equipment will be traceable for longer times.

Activation Time – 3 Seconds (of tracking a target with the fire button held down)

Deactivation Time –.5 Seconds (time to get back to another weapon)

Minimum Time Activated – 3.01 Seconds

Cool-Down – 30 Seconds (unless the tracking attempt fails, then the cool down time is 1 second)

Time Active – Unlimited

Radius – Viewing Distance (x4, x8, and x20 zoom)

Mapped to Use – No

### Assisted Targeting

Players will receive increased amounts of auto-aim and another level of zoom. In addition to this, the spread and accuracy of the weapon is tightened and increased. The assisted targeting is visible because of lasers being omitted from the player’s weapon and eyes.

Activation Time – 1 second

Minimum Time Activated – 4 Seconds

Deactivation Time – Instant

Cool-Down – 2 Seconds

Time Active – Until Death

Radius – Targeting Distance, plus an extra level of zoom to each weapon

Megawatts Held – 2

Mapped to Use – Yes

### Radar Boost

The radar boost will boost a player’s radar, to include the entire map. He will be able to see HUD waypoints of all enemies. Enemy players will see their screen flash, and a small ping noise will be heard to let them know that they discovered. The enemy Captain will also be able to see the area where the player activated the boost.

Activation Time – .5 Seconds

Cool-Down – 2 seconds

Time Active – 7 seconds

Radius – Entire Map

Megawatts Taken – 2

Mapped to Use – Yes

### Radar Jam

The Radar Jammer will jam all players’ radar. The Captains will be able to see the center of the disturbance.

Activation Time – 1 second

Cool-Down – 3 seconds

Radius – the radius of impact the equipment has

Range – 8 meters

Degrading – No

Megawatts Held – 4

Mapped to Use – No

Amount Hold able – 3

Regenerate – Yes. 1 per minute

### Power Transfer

The Power Transfer device will use some of your batteries power to power a teammate’s suit and allow him to use it once again after a critical power failure (like dyeing and being resurrected) . Once used this power is held until the team mate dies.

Activation Time – Instant

Minimum time Activated – 3 Seconds

Cool-Down – .5 Seconds

Radius – 4 meters

Megawatts Held – 4

Mapped to Use – No

### Armor Regen Station

This will deploy a small Dome which will boost the armor power of anyone standing in its field. Activation Time – 1 second

Cool-Down – 45 seconds

Time Active – 2 minutes

Radius – 4 meters

Range – 2 meters

Megawatts Taken – 4

Mapped to Use – No

Armor is regenerated at 17% per second, Healing starts taking place instantly. Light armor’s regeneration is added to normal regeneration rate

### Guanna/Caffeine

The caffeine will allow a player to reload faster, run faster, melee faster. The player however will have less player health until 10 seconds after the Caffeine is unmapped and the aiming will be shaky. Players also will run slower with heavy items than they usually would.

Activation Time – 1 Second

Deactivation Time – 4 seconds

Minimum time Activated – 4 seconds

Cool-Down – 8 seconds

Megawatts Held – 2

Mapped to Use – Yes

### Power Drain

The power drain drains all battery power from a player

Specific equipment will also cease to function. These include:

Assisted Targeting

Radar Boost

Radar Jam

Adrenaline Syringe

Armor Regen Station

Armor Boost

Activation Time – .5 seconds

Cool-Down – 15 seconds

Time Active – 2 minutes seconds

Radius – 6 meters

Range – 20 meters

Amount Hold able –3

Regenerate – 1 per minute

### Armor Boost

Draws energy from the armor to allow players to become invulnerable for a short amount of time, it is useful for escaping or baiting traps. However the Power Drain will hurt a player who turns on Armor Boost.

Activation Time – Instant

Deactivation Time – 2 Seconds

Minimum time Activated – 4 seconds

Cool-Down – 1 second

Megawatts per Second – 1

Mapped to Use – No

### Grenades

The standard fragmentation device it will damage anyone within its radius.

Activation Time – 5 second timer

Radius – 6 meters

Range – 20 meters

Amount Hold able – 2

Regenerate – No

You lose one grenade If you die.

## Money System

The money system involves buying and selling weapons. Each piece of equipment and weaponry (except for grenades, pistol, and binoculars) can be bought and sold for an amount of money. The buying amount is greater than the selling amount. When you buy an item you are able to equip and use it. Ammo for all of your guns is purchased each round. Further more you can gift friendly players a certain amount of money for them to use in their purchases. This means that each object will have two costs:

A buying price

A selling price

In addition each object will automatically purchase ammo if it’s not past a certain amount of ammunition.

The money adds on to money for past rounds.

## Map POIs

POI means a Point of Interest.

Each map will have POI that is worth controlling. Smaller POI’s include:

Hot Spots on Map

Ammo Stations (refills 200 dollars of ammo per player)

Spawn (where the buy station is)

### Computer Bank

The Computer Bank is a location on a map which uploads a feed of the enemy team’s radar to the players HUD allowing him to see enemy team’s location position. The station has to be controlled for 15 seconds before uploading this data. In addition the feed only lasts for 45 seconds. This is a valuable point to control on any map and hopefully strategies will revolve around it. This system cannot be blocked by anything. The only countermeasure is another team holding the station for 15 seconds to bring it back under neutral control.

### Camouflage Generator

The Camouflage Generator is a power-up that allows the suit’s battery to generate a field to camouflage the user. The user can still be seen on radar but is not visible easily to the naked eye (disables auto aim). The Camouflage takes 2 seconds to activate, and once activated it stays active for 45 seconds. If the player is shot, shoots, or otherwise hits, his Camouflage generator flickers, allowing him to be targeted. The time penalty for going out of, and restoring Camouflage is 10 seconds (after the Camouflage has fully activated the first time).

## Weapons

There are several weapons in the game. Once a system is devised I will make a hit point chart showing how many hit points each type of attack does, and how many hit points each armor class can take.

Melee System:

The Melees to the back are instant kills.

The following terms are assuming that the weapon hit within the weapons hit damage, and all bullets in the spread hit the target. It also assumes that the full power of the weapon was present and any diminishing effects are null.

Terms:

Reload Time – The Amount of time it takes to reload the clip

Shell or Clip Reload – Do you reload using a clip or a shell

Clip/Shell Capacity – How many bullets can the gun hold?

Ammo – How many clips in total can a player hold?

Melee Power Health – What percentage of a Normal Armor Class’s Health is taken away from Melee?

Melee Power Armor – What percentage of a Normal Armor Class’s Armor is taken away from Melee?

Melee Cool down – How long between Melee and shooting or Melee again.

Shot Power Health – What Percentage of a Normal Armor Class’s Health is taken away from a shot?

Shot Power Armor - What Percentage of a Normal Armor Class’s Armor is taken away from a shot?

Headshot Health – What Percentage of a Normal Armor Class’s Health is taken away from a head shot?

Headshot Armor – What Percentage of a Normal Armor Class’s Armor is taken away from a head shot (after armor is down) Note: Captains take less headshot damage; instead it is counted as armor damage unless the armor is down.

Fire Mode – How Does the Weapon Fire

Cool down Time – How long between Shots

\*Headshots affect armor first then Health, the same as normal shots.

### Pistol

The Pistol is the standard sidearm, and is given freely. It is ideal for closer strafing fights, unless the opponent has a shotgun or smg. The pistol does not loose accuracy due to movement.

Reload Time – 4 Seconds

Shell or Clip Reload – Clip

Clip/Shell Capacity – 16

Ammo – 4

Melee Power Health – 60%

Melee Power Armor – 20%

Melee Cool down – 1 Second

Shot Power Health – 42%

Shot Power Armor – 16%

Headshot Health – 90%

Headshot Armor – 22%

Fire Mode – Semi-Automatic

Cool down Time – N/A (as fast as you can squeeze the trigger)

### Bullpup Rifle

The Bullpup Rifle functions like Halo 2’s Battle Rifle. It ejects a 3 shot burst which is in a tight spread. The Bullpup Rifle does not loose accuracy due to movement. The weapon is ideal for Mid Range Engagements.

Reload Time – 4.5 Seconds

Shell or Clip Reload – Clip

Clip/Shell Capacity – 108

Ammo – 4

Melee Power Health – 70%

Melee Power Armor –40%

Melee Cool down – 2 Seconds

Shot Power Health – 50%

Shot Power Armor – 30%

Headshot Health – 120%

Headshot Armor – 34%

Fire Mode – Burst of 3

Cool down Time – .3 Seconds

### Sub-Machine Gun

The Sub-Machine gun might be referred to as a spray and pray weapon. This weapon has a very loose spread and unless you are very close range, it will not do much damage. Ideal range is short.

Reload Time – 3 Seconds

Shell or Clip Reload – Clip

Clip/Shell Capacity – 32

Ammo – 5

Melee Power Health – 60%

Melee Power Armor –30%

Melee Cool down – 2.3 Seconds

Shot Power Health – 17%

Shot Power Armor - 5%

Headshot Health – N/A (Headshots count as body shots)

Headshot Armor – N/A (Headshots count as body shots)

Fire Mode – Automatic

Cool down Time – .05 Seconds

### Sniper Rifle

The Sniper Rifle is a weapon that should focus on skill. Gravity “drop” and bullet “speed” will be taken into consideration (lead your shots). This means that aiming above and beyond a running player will be the best way to achieve a headshot. A Distance reading will be on the H.U.D. No-Scoping is permitted. The ideal range for this weapon is far.

Reload Time – 4 Seconds

Shell or Clip Reload – Clip

Clip/Shell Capacity – 5

Ammo – 6

Melee Power Health – 110%

Melee Power Armor – 50%

Melee Cool down – 2 Seconds

Shot Power Health – 230%

Shot Power Armor – 110%

Headshot Health – 300%

Headshot Armor – 105%

Fire Mode – Single Shot

Cool down Time – 1.9 Seconds

### Shotgun

The shotgun is a weapon that will be considered useless outside close range. It has a spread of 8 balls in a shell that are extremely powerful and extremely loose. The ideal range for this weapon is close.

Reload Time – .7 Seconds per bullet

Shell or Clip Reload –Shell

Clip/Shell Capacity – 8

Ammo – 32 Shells

Melee Power Health – 100%

Melee Power Armor – 47%

Melee Cool down – 1.2 Seconds

Shot Power Health – 170%

Shot Power Armor – 140%

Headshot Health – N/A

Headshot Armor – N/A

Fire Mode – Single Shot

Cool down Time – 1.2 Seconds

### Minigun/Turret/Machine Gun

The Minigun is a weapon that is well suited for the “Heavy” Armor Class. It allows players to focus suppressing fire down on one area. The Spread is Medium to Loose and the weapon is harder to turn while firing.

Reload Time – 5 Seconds

Shell or Clip Reload – Clip

Clip/Shell Capacity – 120

Ammo – 3

Melee Power Health – N/A

Melee Power Armor – N/A

Melee Cool down – N/A

Shot Power Health – 10%

Shot Power Armor – 8%

Headshot Health – N/A

Headshot Armor – N/A

Fire Mode – Full Automatic (short .5 Second Warm-Up Time)

Cool down Time – How long between Shots

### Knife

The Knife is a small weapon that is kept on hand for close combat situations. The Knife kills in 2 hits. 1 Hit breaks through the armor; the next will kill the player.

### Rockets

Reload Time – 3.7 Seconds

Shell or Clip Reload – Clip

Clip/Shell Capacity – 2

Ammo – 6

Melee Power Health – 70%

Melee Power Armor – 40%

Melee Cool down – 4 Seconds

Shot Power Health – 300%

Shot Power Armor – 200%

Headshot Health – N/A

Headshot Armor – N/A

Fire Mode – Single Shot

Cool down Time – 1.1 Seconds

# UI

This section is dedicated to the UI in each the game. H.U.D Mock-ups will follow after technical design documents.

## Radar

The radar is a functioning part of the HUD, is allows players to see where enemies are around them. The center of the radar is the player; the surroundings are the friendly and enemy locations.

## Stats

Stat tracking will include:

Kills

Deaths

Hit Percentage (How many times you have hit an enemy)

Shots Fired

Shots Hit

Shots Missed

Damage Ratio (how much damage you have given out compared to how much you have taken)

Damage Percentage (what percentage of the damage did you do)

Assist (how many times did you do over 1/4 of the damage to a player to kill him

## Spectator Viewing

Direct Viewing:

This is how the system performs when you are directly viewing another player’s actions form first person.

Play Back:

This feature will allow the Commentator (or player) to playback a scene from the start of a battle to another player’s death. Also the Commentator (or player) can rewind game and view game history.

World View/Third Person/ Chase Camera:

Several Cinematic Camera Views

There will be Two Main Spectator Channels:

Commentary

Free Chat

In Game Voice (players can listen in on game play), and see callouts and other commands using the tactical system.

Commentary, a person is selected to comment on the game including plays and player positions. He/She will be able to bring up several screens:

Map Breakdown – Map Breakdown will show important places on the Map, and POI locations.

Player Breakdown – A Breakdown of each player, their health, armor, classes, weapons and Win % based on other games played in the round, and stats. If games are played back to back the last game can also be used calculating momentum (how many straight games won) and performance against the other team.

Mini Map – A Map that shows where each player is on the map, their GamerTags and their direction that they are facing. A player can zoom in and see more about a specific player.

The Host will transmit the data to a Spectator Host, who will host the game data for all spectators.

Spectators will not see a live version of the game. Instead there will be a recommended 45 second delay and a buffer. The game data is sent using TCP meaning that if a packet is not received it will be sent again (and in order). Spectator chat will be sent via a peer to peer network and commentary will be via a Peer to Peer system. The Spectator’s connections and options will be sacrificed if games are laggy.

All Spectator options can be changed by the Party Leader:

Commentary (Yes or No)

Commentary Channels (1-3)

Spectator, Hear Game Voice (Yes or No)

First Person Viewing (Yes or No)

Delay (Instant – 10 Minutes)

## Theater Mode (OPTIONAL)

At the end of each game that game data will be stored for later viewing. Since the data is only game data it will be very small. In game Chat is not included. The Theater Viewing will allow players to skip back, fast-forward and play their clips. Free View, First Person, and Third Person Viewing are all available.

Note: First Person is only available under very good connection, LAN, or under the computer whose game was being recorded.

## Control Setup

Controls are an essential part of any FPS game.

\*Zooming is Click to Zoom meaning that you stay zoomed in until you cycle though all the zoom options.

### Xbox 360

Start: Pause/Menu

Select: Brings up Menu to Select from Buy Menu and the Tactical Map (Captain)

Left Analog Stick: Movement

Left Analog Stick Click: Crouch

Right Analog Stick: Aiming

Right Analog Stick Click: Zoom

Left Trigger: Hotkey 1

Left Bumper: Hotkey 2

Right Trigger: Fire or Weapon

Right Bumper: Hotkey 3

Y Button: Brings up Menu to Select Technology to be mapped to hotkeys or quick cast

B Button: Melee

A Button: Jump

X Button: Tap to Switch Weapons, Hold to Bring up Weapon Selection Screen

Right Trigger + X Button: Reload

Left on D-Pad: Call for Backup (Tactical Communication System)

Up on D-Pad: Callout Sight (Tactical Communication System)

Right on D-Pad: Give a Move to Command/Cancel a Warning (Tactical Communication System)

Down on D-Pad: Issue a Warning/Cancel a Move to Command (Tactical Communication System)

### Windows

ESC: Pause the Game

M: Brings up the Buy Menu/Tactical Map

WASD: Movement

C : Crouch

Mouse: Aiming

Center Mouse Button/M : Zoom

Left Mouse Button: Fire

Right Mouse Button: Hotkey 1

Shift: Hotkey 2

Z : Hotkey 3

Q: Brings up Menu to Select Technology to be mapped to hotkeys or quick cast

F: Melee

Space Bar: Jump

Tab: Tap to Switch Weapons, Hold to Bring up Weapon Selection Screen

R : Reload

1: Call for Backup (Tactical Communication System)

2: Callout Sight (Tactical Communication System)

3: Give a Move to Command/Cancel a Warning (Tactical Communication System)

4: Issue a Warning/Cancel a Move to Command (Tactical Communication System)

T: Team Text

# Ending Notes:

If you have any questions for Clarification then post them in the forum on <http://projects.zoho.com> site. Otherwise please also post suggestions if you have them. This is not the official game bible so all of it is up for change. As we move along into pre-production more mock-ups and pictures will be made. H.U.D mockups are coming soon.