Project

V

Victory

Introduction

This document contains information for *"Project Victory"* (Title Pending), an upcoming game project by L7 studios; the concept, target audience and competition will be highlighted and it will be explained how this title will be effective.

The Concept

"Project Victory" is a strategic shoot-em up action game with roguelike deck building elements. This game will use a mixture of action and strategy to create an experience which will appeal to the consumers that like old-school arcade and PC games.

In *"Project Victory"* you play as an international military group tasked in defending peace around the world from organisations of malicious intent. The game has two gameplay states: Commander Mode and Sortie Mode.

Commander Mode: Is the strategic state of the game in which you can collect and level up your Cards. In this mode you have access to a world map that displays various Crises and Episodes (Missions), which the player can choose for their next sortie. Before the player starts the next sortie they must build the "deck" they bring into the missions; for this the player needs to pick 3 Pilot cards and 4 sub cards.

Pilot Cards are the only type which can be leveled up. These cards contain the pilot and the vehicle they control. Each card has its own stats and ability that the player can utilise to succeed in the mission; the stats include: Faction/Squadron, Speed, Maneuverability, Armour and Firepower. Pilot cards have unlimited uses, however if a pilot dies during a mission they are permanently gone for your entire playthrough.

After the player confirms their choice for the mission and deck to be used the game progresses to its second state which is the Sortie mode

Sortie mode is when the mission begins and the player takes control of the pilots and plays through the level fighting various hostiles and bosses. The deck that the player built is vital in the outcome of the mission as the wrong choice of pilots or sub cards can result in great losses while rewarding players that put thought into the details of the cards in their decks. They are two types of levels in sortie mode; the first and main type of levels is an aviation battle in which the gameplay is akin to vertical shoot 'em ups and ground battles which plays out like side scrolling run and gun games. The second type of sortie levels is ground battles which is a side scrolling run and gun action.

The games loss condition occurs when the player loses all of their pilot cards resulting them to unable to continue with their campaign. Project Victory doesn't have a full ending as the player must keep protecting the world from various threats until they can't continue. Although they will be special operations with narrative which are added in expansion packs.

Target Audience

The game's target audience is young adults aged 18-24 years old and predominantly male. This game appeals to gamers who enjoy fast paced action games with exciting and intense gameplay. This game also has strong appeal to players who like collecting and enjoys being overpowered due to the deck building mechanics.

Game Mechanics

The unique game mechanic for this title is the deck building which is the main selling point for the game in the market. As mentioned earlier there are two main types of cards: Pilots and Assets.

Pilot Name and Aircraft

Faction Icon

Card Artwork

Speed Stats

Armour (Health) Stats

Pilot Level

Pilot information

Attack Stats

Aircraft Information

Luca Senn
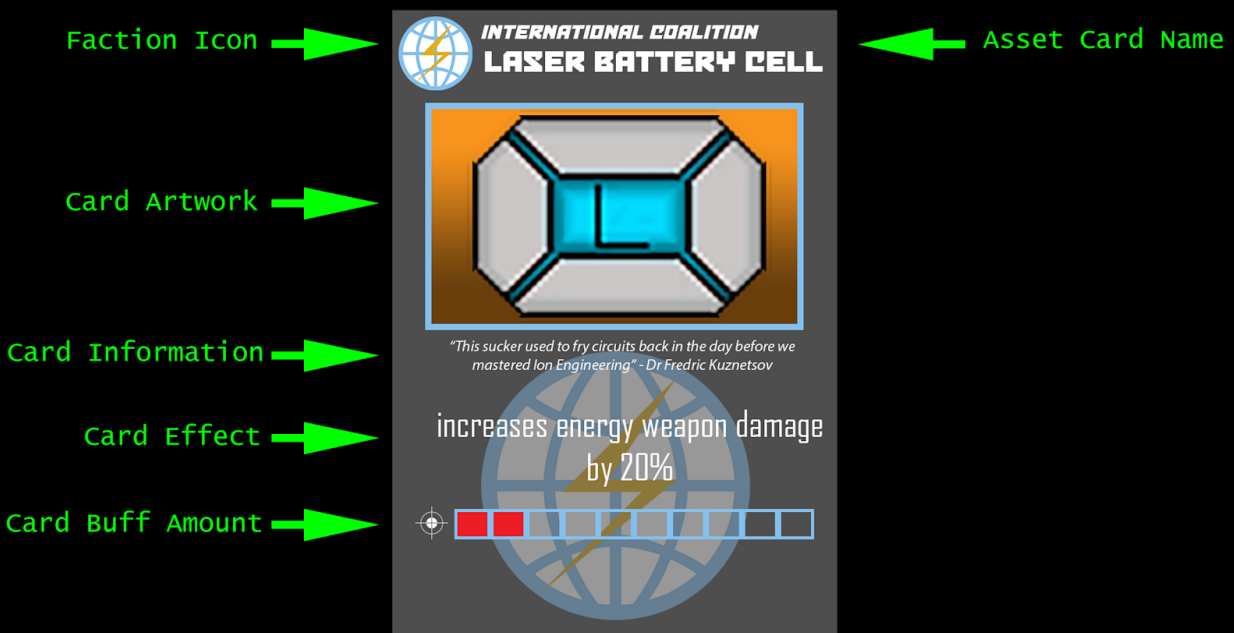IC-N/D "Super Nyx"

I.C.P

LVL.5

"I will protect the world like my father before me"
DoB: 12th of August 2079. Gender: Male. Height 5ft 10". Homeplace: Zürich.

The "Super Nyx" is outfitted with two 30mm Vulcan guns and a prototype Ion laser which is powered by the twin jet engine battry which results to a powerful blast at the expense of manoverbility

Pilot cards are the characters that the player controls in the mission. Each Pilot card is unique as they have their own stats and abilities which are determined from the faction they are from.

The formation system is a mechanic which highlights the choice of Pilots the player choses in missions by giving a passive or status buffs by taking into account the factions of each of the pilots in the mission. The perks of the formation depends on the combination of the Pilots used for example: if all three Pilots used share the same faction then it will trigger a perk native to that faction while if two of the three pilots share the same faction it will cause another perk; in some cases the perks from the formation will depend on which pilot the player is controlling.

Be careful as some of your fallen pilots could return as enemy aces after revenge against you.

Faction Icon ➤

INTERNATIONAL COALITION
LASER BATTERY CELL

➤ Asset Card Name

Card Artwork ➤

Card Information ➤

"This sucker used to fry circuits back in the day before we mastered Ion Engineering" - Dr Fredric Kuznetsov

Card Effect ➤

increases energy weapon damage by 20%

Card Buff Amount ➤

Asset cards are used in conjunction of Pilot cards to aid the player throughout the game; these can be used to help the player get through tough situations or challenge the player to add risk and reward to the gameplay.

- Armament cards give stat buffs to Pilot cards such as: speed or firepower; however certain cards are only effective if both Armament and Pilot card factions match. For example: Psy-Link Processor MkII will only work on pilots with the Psy-Com faction which boosts the movement and attack power for Psy-Com Pilot cards.
- Crew cards assists the difficulty in missions by affecting certain aspects of the level such as: making certain types of hostiles appear less or weakening bosses. Unlike Armament cards any crew card can be used but if the faction matches or a condition is stated it will affect the overall performance of the card.
- Contract cards are the only type which does not affect the gameplay. These cards give the player an extra objective for the

mission in which if the conditions are met it will reward the player in money or cards. This is to promote challenge and risk vs reward to the player which will add another level of strategy to the gameplay.

Controls

This game contains control layouts for each platform.

PC mouse Controls:

[Mouse Movement] Player movement.
[Left Mouse Button] Normal Attack.
[Right Mouse Button] Special Attack.
[Mouse Wheel Up/Down] Switch Player Pilot.

PC Keyboard Controls:

[W] Move Forward.
[S] Move Downward.
[A] Move Left.
[D] Move Right.
[Space] Normal Attack.
[V] Special Attack.
[Q]/[E] Switch Player Pilot.

Switch Controls:

[Left Thumbstick] Player Movement.
[Y]/[ZR] Normal Attack.
[B]/[ZL] Special Attack.
[L]/[R] Switch Player Pilot

Aesthetics and Themes

The game's visual graphics takes heavy inspiration from the transitional period from 2D sprite based to 3D polygonal games. This project will utilise 3D models for environments and bosses while sprites are used for the player ships and projectiles.
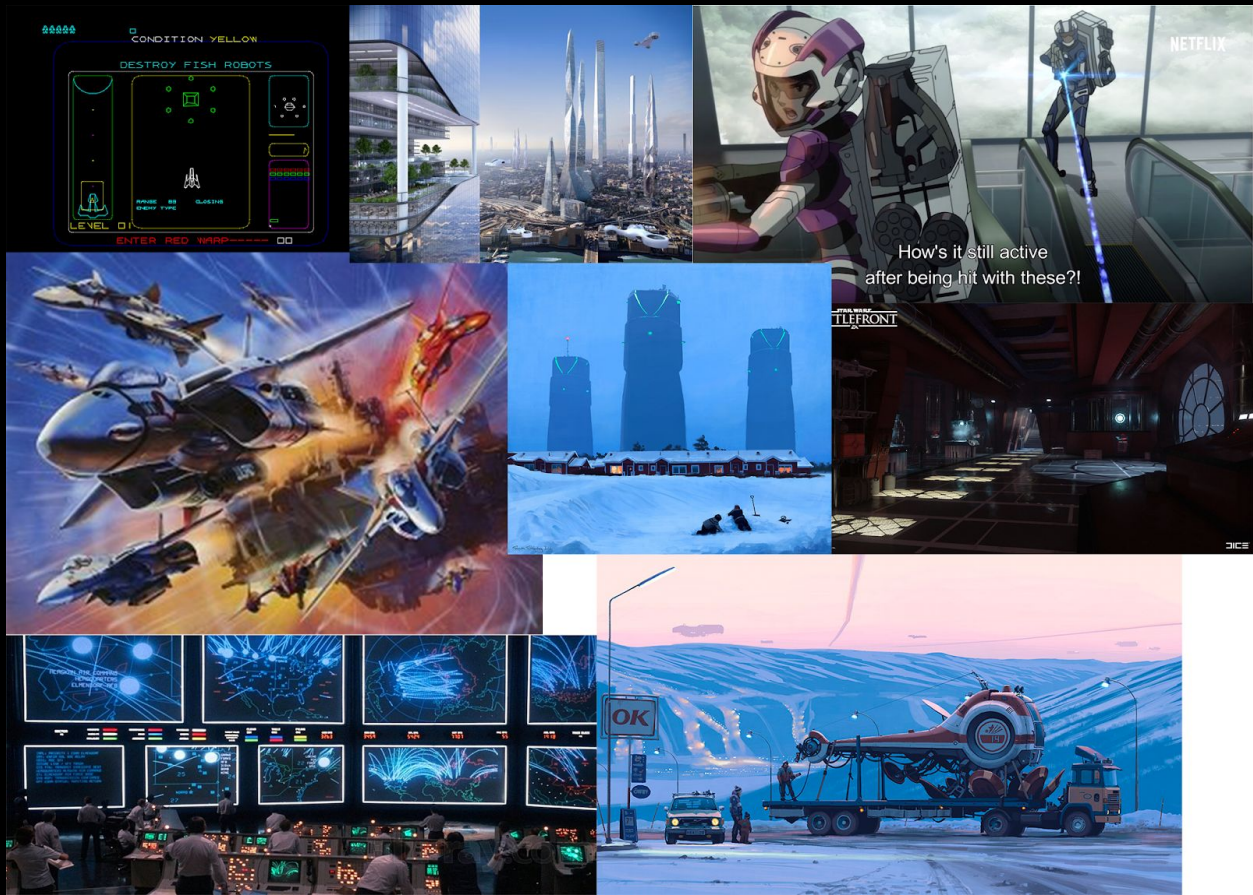

(YouTube, 2019)

The game's user interface on the other hand will be using a vector graphics which will replicate classic military and vehicle aesthetics which will add an extra layer of immersion to the games setting and environment.
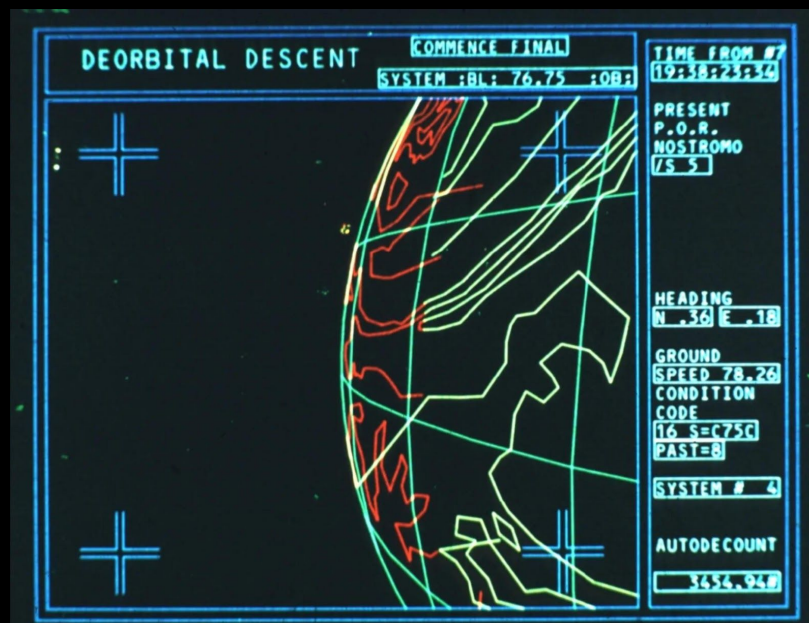
This is the moodboard for "*Project Victory*" and is used to demonstrate the intended aesthetics for this game project; this is strongly inspired by classic sci-fi aesthetics and will implement bright and vibrant colours to create a modern flair to the games visual design to make it pop out in the market.

For the soundtrack of the game here is a playlist containing songs which inspired the game design and sets the overall theme for this project; majority of these songs will most likely be used in the games marketing if it had funding.

https://open.spotify.com/playlist/5JVCzUgHRzZ5XGmiG6zEdH
Link to playlist.

The in-game music will be midi based and is inspired by game soundtracks on the Sharp X68000 personal computer and early CD based systems like the Sega CD.

Similar Games

They are a few pre-existing games which took as inspiration for *"Project Victory"* these titles has been analysed to enhance this game project.


(Giant Bomb, 2019)

(Twin Galaxies, 2019)

"Major Havok" is an arcade game produced by Atari in 1983 and is the main inspiration for this game. The main aspects of the game which influenced this project is the smooth transitions between gameplay states from the space ship battles to the platformer sections, however the game does have a critical flaw that is the control scheme as *"major Havok"* uses a roller to control the movement which makes the game feel unresponsive and floaty.
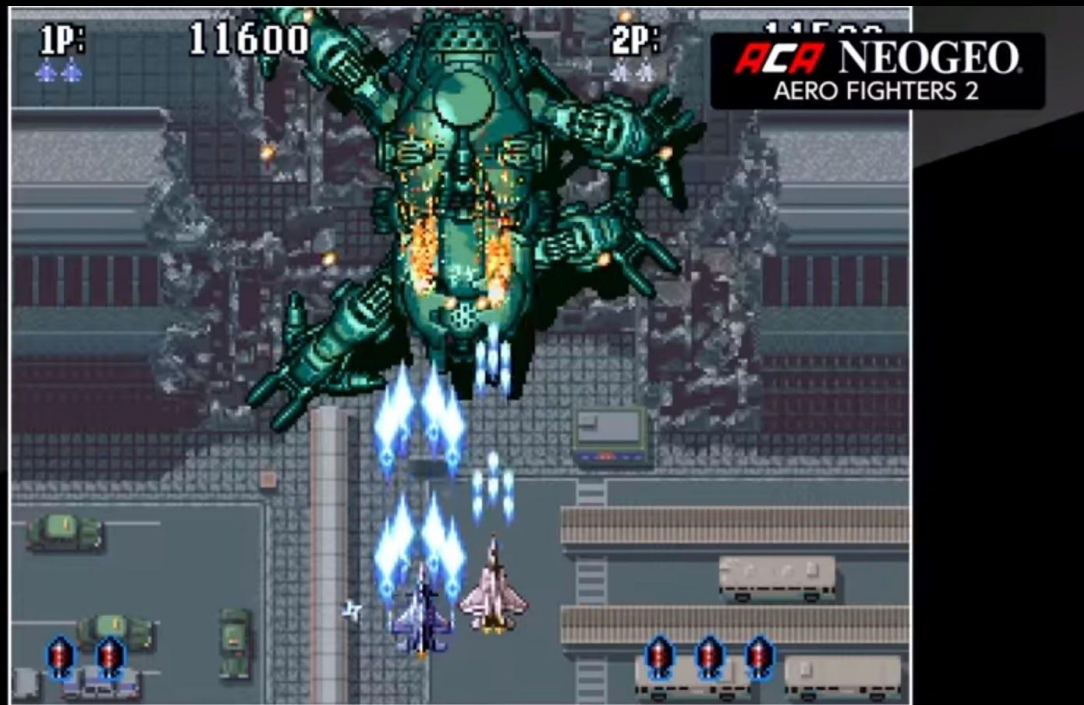
(YouTube, 2019)

"Sonic Wings 2/Aero FIghters 2" Is a vertical scrolling shoot 'em up made for the *Neo Geo* arcade system, this game is taken inspiration due to its fast pace gameplay and game environment and levels taking place across many countries around the world. The main flaw i'd improve upon is how basic the game is especially with the scoring and power up system which will be fixed with the deck system in the project being made.

Konami's *"Hard Corps Uprising"* a spiritual successor to the *"Contra"* series takes focus for how *"Project Victory"* ground battles will play like; this is due the fast paced gameplay with responsive controls creating a tight experience for the player. The visual design of using a hybrid of detailed sprites with basic 3D environments is also what is intended for this game project and is closer to the intended design than *"Klonoa"* visual design. The one major flaw with this game is how difficult the game can be with spikes in challenge and almost cheap shots with the level designs; this wont work for the project as this game is going to a roguelike with permadeath which means cheap level design and difficulty will only ruin the experience.

Lore

International Coalition [I.C]

International Coalition was a secret group formed at the end of the second world war as a means to protect the world from evil. The I.C prevented WWIII numerous times throughout history but fell into corruption when they raged war against the I.I.M and attempted to grasp world control. This secret war was called the "Privateer War" which resulted in both groups dying out in a dark shadow of what they once was.

International Independence Movement [I.I.M]

The I.I.M was formed in 2020 after the "Operation Inferno" and was created to counter I.C's secretive control over the world by letting countries take helm of their own matters. With this conflicting I.C's intentions this caused tensions to escalate into war. All of I.I.M's higher ups were killed by this war which resulted in this group to disappear in the ashes of time.

International Coalition Rangers Division [I.C.R]

The I.C.R are the last remnants of the secret organisation I.C; this private military company is funded by Lord Victor due to his fondness for what the I.C was. As time passed the I.C.R became more of the protectors of earth over the controlling powerhouse of its former ancestor. This lead to Lord Victor forming the "V Project" with the I.C.R

Eurasian Federation [E.A.F]

"Единство Über 霸权"
"Unity Over Hegemony"
Notable nations: Germany,China,Russia.

Eurasia is a supernation consisting of European and Asian countries which are governed by a democratic administration. Formed in 2040 11 years after the privateer war; the E.A.F strives for globalisation and serenity and aims for a united world. Unfortunately E.A.F is plagued with a history of infighting and clash of ideals which resulted in a cold war that lasted 15 years which still resonates to this day.

Albion Empire

Notable nations: United Kingdom, Australia, Hong Kong.
Built of the foundations of the Commonwealth the Albion Empire was formed admiss of the Eurasian cold war by England to protect its associate nations from the expanding pressure from the E.A.F.

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