

Game Design Document

Game Title: Elite Command

- Dev: Michael Partridge

Overview

Game Elevator Pitch:

Elite Command is a Sci-Fi military RTS facing the player against AI players in varying levels to dominate resources and destroy each other's bases.

Design Pillars:

The design pillars of Elite Command are Strategic gameplay, Action-Packed skirmishes and Replayability.

Project Scope:

The project will be developed over the course of nearly 7 months, with varying work hours applying.

Platforms:

The platform for this game will be PC only.

Target Audience:

The target audience for this game will be older players in the age range of 15+ who enjoy strategic games.

Gameplay Overview

Elite Command is an RTS type game, so it pulls similar gameplay from games like Halo Wars and the Civ series. The player controls a flying camera that can pan around the level and view troops in different locations, and the player must use the resources available on the map to overcome their enemy.

Core Gameplay Mechanic #1:

The first core mechanic of the game is the player itself. The player is able to orbit around the level and view it from above in order to get a better view on the situation around

them. The player is able to easily traverse around the level at a fast or slow speed.

The player works simply through basic movement and using the mouse to interact with things they can see.

Core Gameplay Mechanic #2:

The second core mechanic of the game is the player's Base. This building once clicked on, allows the player to build troops and different types of buildings to further their progress. This will be the main hub for the player to fill all their needs.

The base works very simply through a HUD, so the player need only to click on what they need.

Core Gameplay Mechanic #3:

The third core mechanic of the game is the Units. These are your main resource for causing damage or capturing new resources. These units can be issued orders to be sent where you want or to attack certain things.

The units should work simply by left clicking to select which units should receive orders and using right click the player should be able to issue commands.

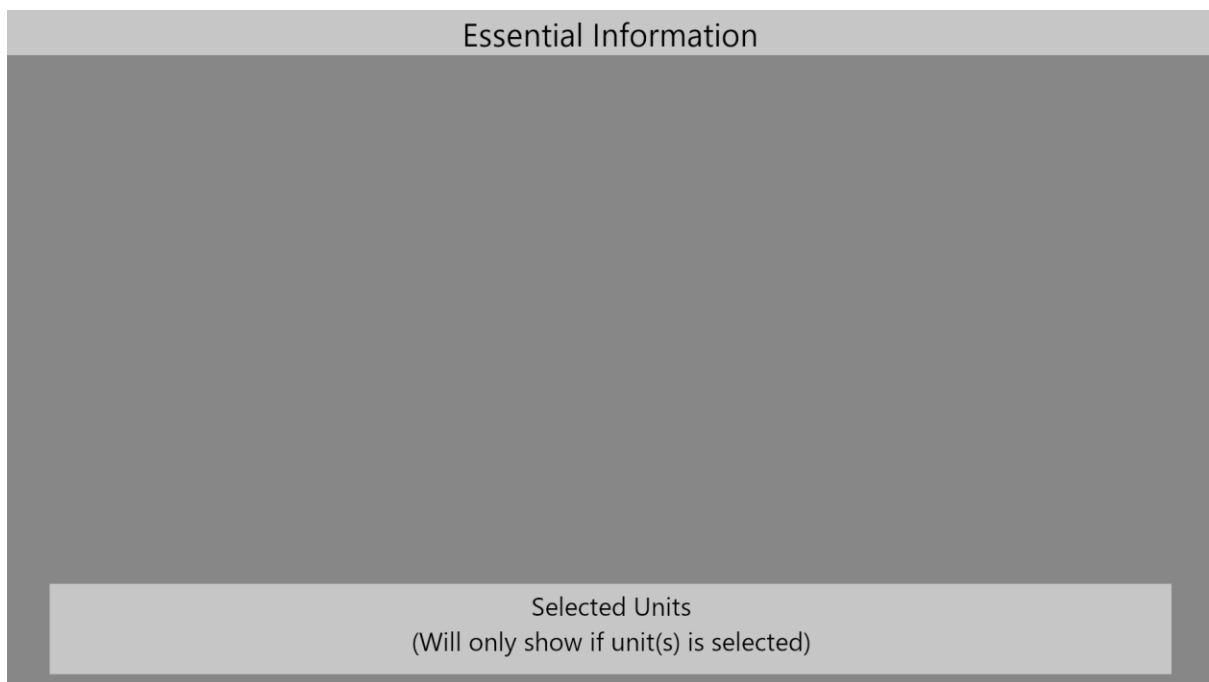
Core Gameplay Mechanic #4:

The fourth mechanic of the game is the AI player that you face off against. This is your main adversary in the game, and it will be attempting to destroy your base and take your resources throughout the game. The AI can be influenced by the characters decisions and tactics, such as if the player is very defensive or isn't doing too well, it will try to force attack your base, but if it knows it's outclassed, it'll try to be defensive.

Interface Experience:

Throughout the game, the interface is kept simple as to get the player where they need without confusing the player or offering too many menus to search through and so that the player can see as much of the actual gameplay as they need to. The main HUD is always permanently on the screen during a game and here is a wireframe of roughly

how much space on a screen it takes up:



The rest of the gameplay interfaces are all 3D objects in the game and so it will vary on how much screen space they take up.

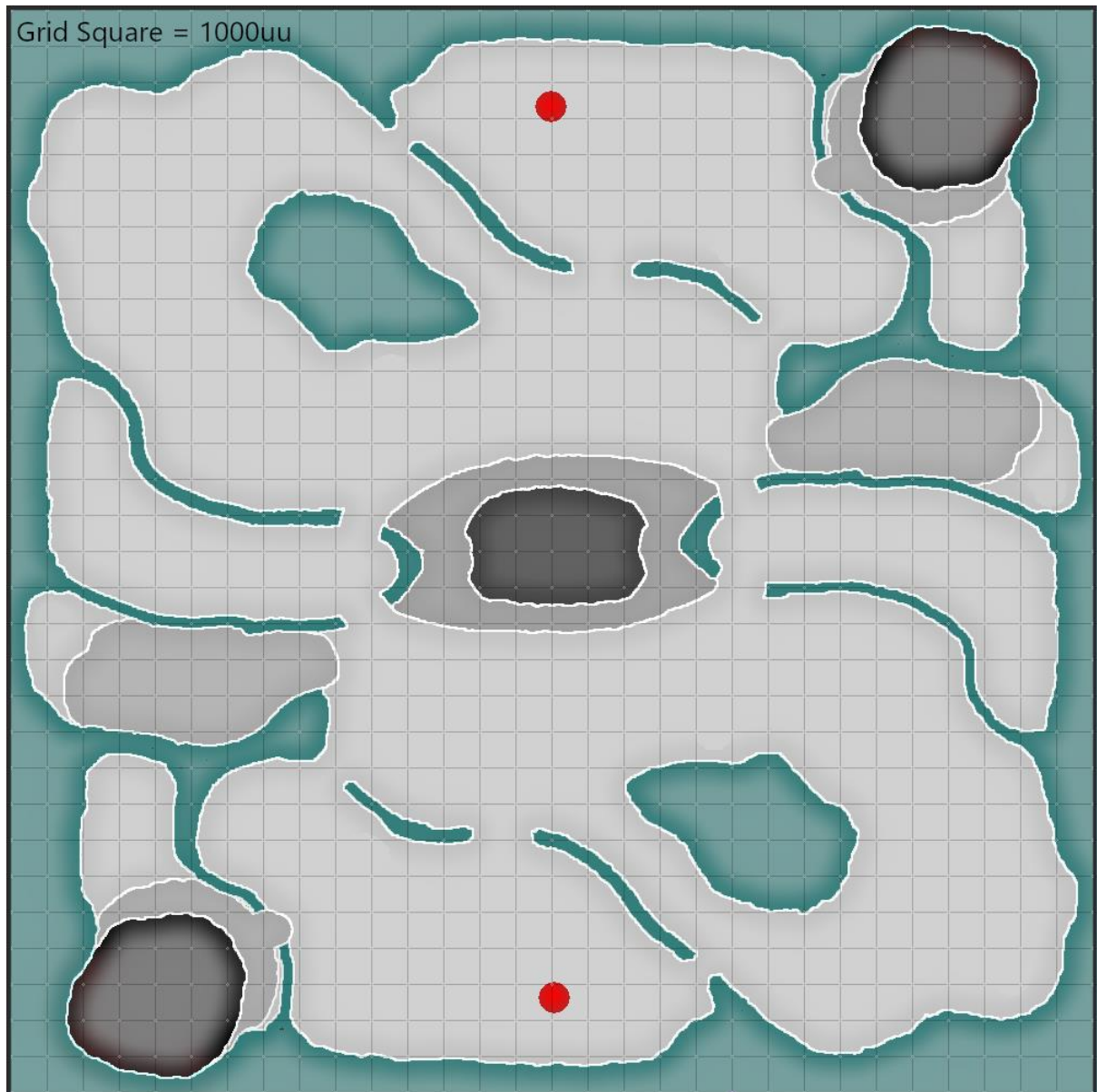
The main base's HUD should look somewhat like this and the player should be able to access all parts of the base to change parts or purchase troops:



For the options menu, the plan for that screen is to overlay the pause menu and options on top of everything else.

Levels

The levels in this game are designed to be either symmetrical or flipped symmetrical, meaning that the maps are either the same layout or the same layout on both sides but mirrored. An example of this would be the islands map layout, as it is the same on both sides but features found on the right side at the top are found on the left at the bottom:



Art Style

The game's art style will be put together using asset packs brought from the Epic Game's store for UE4, with the packs hopefully fitting together nicely enough to make the art style somewhat consistent. From this screenshot of an in-engine example, you may be able to get the gist of the idea, as hopefully the style between the different parts

of the game don't clash too much:



Music and Sound

Like the art, the music and sound effects used for the game will be bought from the Epic Game's store, with all areas of the game being included, such as background music, vehicle noises, gunfire and explosion noises.

Player Control Scheme

For the player's controls, I wanted to be able to keep the controls for the game as simple as I could, so that the player doesn't have to keep too many things in mind. Here are the controls for the game:

Button Input	Action
W	Moves the player forwards in the direction they are facing.
S	Moves the player backwards in the direction they are facing
A	Moves the player left in the direction they are facing

D	Moves the player right in the direction they are facing
Escape / 1	Opens the pause menu
Left Mouse Button	Interacts with objects in the world / Interacts with HUD.
Left Mouse Button + Left Shift	Adds unit to selected units.
Right Mouse Button.	Dictates appropriate command to selected units
Middle Mouse Button	Rotates the camera when held
Mouse Left / Right Movement	Orbits the player camera Left/Right / Moves the mouse around the Hud
Mouse Up / Down Movement	Orbits the player camera Up/Down / Moves the mouse around the Hud
Mouse Wheel Up/Down	Zoom camera in/out
C	Cancel selected Unit(s) current action