FRONTLINE COMMANDER

A GAME CONCEPT BY
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EXECUTIVE SUMMARY:

Title: Frontline Commander

Type: Shooter with Role Playing Game(RPG) and Real Time Strategy's element(RTS)

Platform: PC
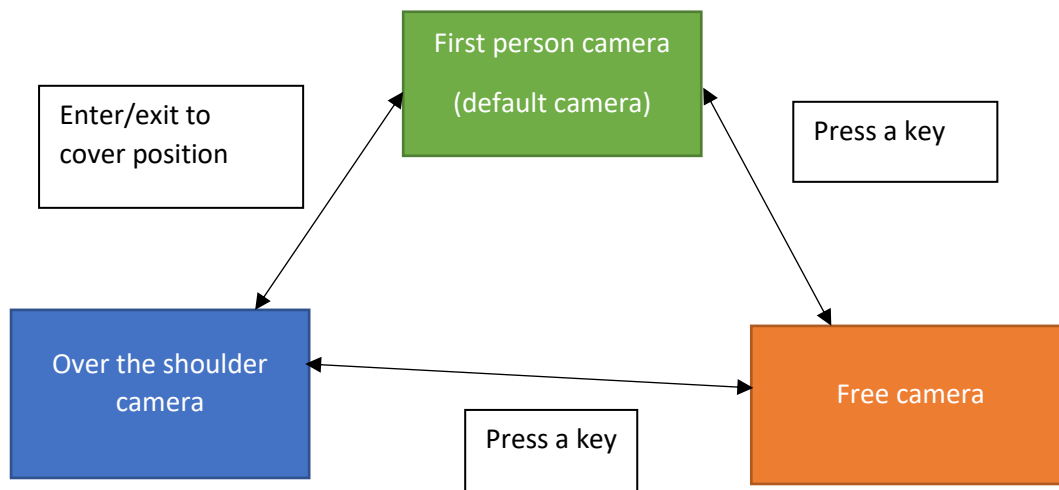
Player: Solo/versus Multi

Target: player who like military simulation with strategic and fighting mechanics.

INTENTION:

For this game, the goal is to **allow the player to join a battle** where they can impact the game with **a triple camera system** who **change the way that the player must play**.

How it 's work:

GAME MECHANICS:

In this game, **the player will play as a soldier commander**. To help him to complete the battle, he will **use three type of camera** that give him many advantage.

The first-person camera:

- **Default camera** use when the character fight or progress on the battlefield.
- **Right in the action**: the player is in the battle and **sees the battlefield in the first-hand**.
- Better view to progress on a level.
- **Rapid order**: the player has access to a **set of simply order** that can be easily **use in action for his squad**. Example:

Space hulk deathwing: a command wheel system to give order

Star Wars republic commando: an others FPS with order system.

Advantage: the player sees the action with his character's eyes, a better view to see in front of the character and to act more quickly with his character. It makes easier to the player to include himself in the game.

Disadvantage: the player has a limited view of his environment. It can be more difficult to give command in the action or plan some tactics.

The over the shoulder camera:

- Used **when the player takes cover**.
- **Change point of view**: Better view of his environment that allow the player to analyse it.
- Let the **time to plan** and **control more precisely** his squad.

*Xcom declassified: the player uses his extend view and can give quick order…*

…or with his command wheel and to benefit from protection with the cover.

Advantage: This camera is used when he takes cover so the player has a better view of his environment, is protected and can take more time to manage his squad.

Disadvantage: only use at cover, the player lost a few possibilities of movement.

Free camera:

- the player can move the camera as he wish and change his size, angle and orientation.
- **The main characters become an IA.**
- The players can **use the other squad and had more control to the battle**.
- View of the battle field around all units.
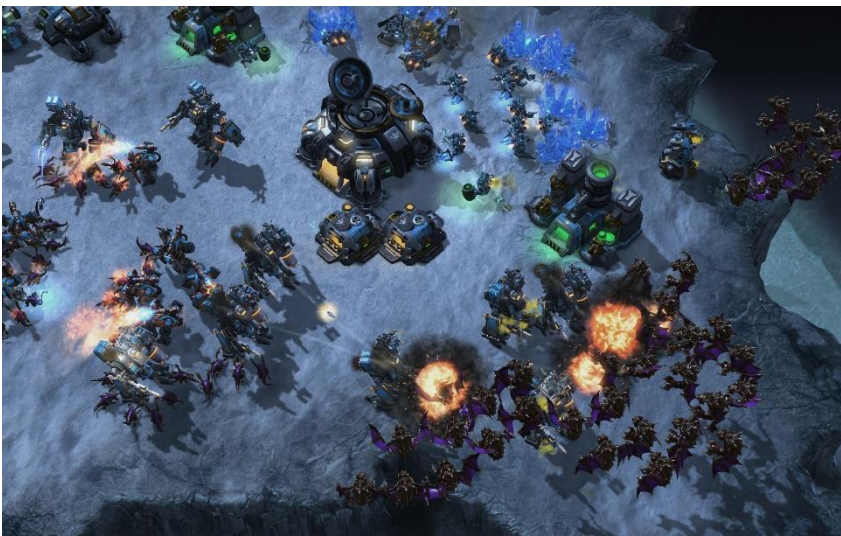
Free camera of Starcraft 2

Advantage: the camera can move freely and the player can see all the battlefield so he can use all the units to plan more complex and accurate tactics.

Disadvantage: the main character becomes an IA and the player must deal with it or the character can die and put an end to the game. The view can be disordered.

People can think that this mechanics can be **too complicated to create** or **not enough smooth** in game. Or just that **to change gameplay** directly in game **risk to disappoint some players**.

It's wrong**, many game already use this system** in gaming phase. And **this game** is already think with a **specific target player** who can be **seduce by this idea**.
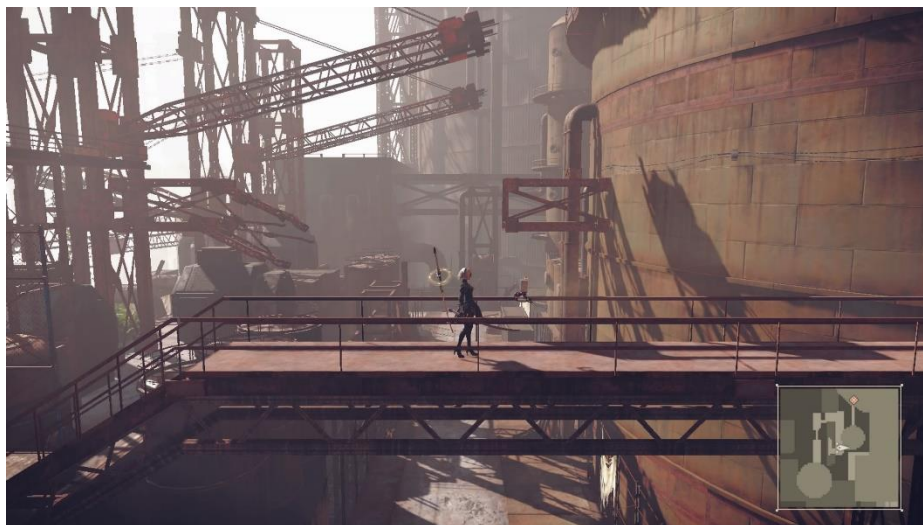

Nier: Automata use this **idea not as his main mechanics** but to change his gameplay as **extension to gamer's experience**.

During a game of Nier: Automata, we can play with this three view and different gameplay

We pass from **a classic Combat RPG in TPS** to a **Shoot Them Up** and a **platformer in side scrolling camera**. It's **more visible** with the platform gameplay **since the camera slide from the back of the main character to his side without loading or stop**.

CORE GAMEPLAY:

Shooter:

The player will play this game with **two shooter gameplays**. He can **switch them when he completes some condition**.

The First-Person Shooter is **the main gameplays**. The player sees the game **with his character's point of view.**

Halo series: famous FPS.

He **can move where he wants** on the map. He sees all that the character can see and the **HUD is directly on "his eyes".** (Life Point or health system, ammo and weapons.) **the centre of the camera** is bringing by **the reticule**.

The Third-Person Shooter is the **second shooter's gameplays**. it uses **the over the shoulder camera** and it used **when the player takes a cover**. The character can **only move/slide on the element** that he uses as a cover or pass on another protection.

Gears of War: Force the player to take cover.

The player can **switch when he approaches** a wall, debris or **other elements that he can hide behind** in FPS **to pass in TPS**.

If he makes **a movement that it not includes** by the TPS's gameplay, the game **return on the FPS's gameplay**.

The Real Time Strategy:

In this gameplay, the player will **control his squad with a free camera**.

All his **skill and order will be present on his HUD or in macro on the keyboard** to make easier his squad management and **with his mouse he can point a destination or an object to interact with** (open a door, destroy something, attack someone**…).**

After reach a some rank he will **can use this mechanic on all the army.**

Dawn Of War 2: A RTS where you need to manage directly all your squad

Dawn of war 2 is a **good example** of what the game wants to be but **with more squad** on the player's control.

In this mode, the player's character become an IA. The player must manage his character like a unit. His death gives malus on your squad or army.

This game includes just one mechanics of a Real Time Strategy's game. In this game, the player takes part of a battle. He must no manage resource or other mechanics that come from 4X game.

To Use **an example: total war: Warhammer**

This view will not appear in the game. the player will not manage a faction.

This view will be the only phase a RTS allow in the game.

The Role-Playing Game:

In this game, the player **must choose** in the first-place what **class of soldier** he wants to play.
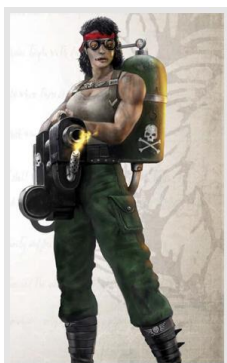
Soldier:

- Can use all weapon without malus
- No specialities

Heavy gunner:

- Bonus on heavy weapon (rocket launcher, Gatling, …etc.)
- Slow move
- High resistance

Specialist:

- Multiple specialities (demolition, flame, …etc.)
- Use dangerous weapon for himself.
- Bonus on damage morale

Scout:

- Low defence
- Stealth specialist
- Bonus in long range weapon

Later in game, the player will **choose a second class.** This second type of class has **a specificity**, each class have **an effect area around the character**. When **other Characters** (PNJ, PJ) are in these zones they can **acquire some bonus or malus** that depend of the character class (modify stat, skill, …).

officers:

- bigger command zone
- Bonus on first class for squad
- Skill on command
- Specialty on type of combat (infantry, tank, …)

medic:

- Heal zone
- Skill in support
- Specialty Buff/Debuff

Moral officers:

- Skill on support/command
- High Bonus on morale
- Specialty buff

Battle System:

A battle takes place on **an open map** where the player can go where he wants without restriction. **The level design** must **allow the player** to **progress on a smooth way** and allow him to find some place to move in security.

The battlefield must be **vast and diverse**. It can be **uniform or with many Biotope**.

The map of a battlefield: rivers, forest and city or small village on same map

This diversity is here to let the player to **use all type of strategy** that he can think.

To **the commander**, **be on the frontline** or **on the back** can **change his strategy,** his way to apprehend a fight. He has **the most extend command area** to give bonus but it is not on the complete battlefield, so **his soldier can't benefit of his bonus if he is not on the front** but **he can die here and give malus** to his soldier. He must **use the level design** to win with his chief's squad help.

To win a battle, many objectives can be set:

- Kill all soldiers and reinforcements.
- Control all strategic point.
- Resist to an assault for a defender/win an assault to an attacker
- Or having more points in the end of the time's game.
- …

Multiplayer:

This game is clearly **feat for the multiplayer**.

Here **two army (team) are opposed** and search the victory.

An **army is command by a player** choose **after a vote or choose randomly**.

This army **has 10 squad leads by one leader and 9 soldiers**. The lead is give in **priority to the players**. And all **place not complete** by players **will be a IA**.

The players have **choice on what class** they will play and **what type of squad/army** they will command.

The victory's conditions are **choosing** while beginning of the game.