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DESGN // Design games

Description

In a sentence or two, describe the purpose of this space.

Project Tracker

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- Narrative overview**
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- (Hex /) Grid Tiles**
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- Scenario 1: "Scouting parties discovered"**
yesterday at 10:35 pm • contributed by [SkyeHighPhoenix](#)
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Concept - snapSHOT

snapSHOT is an action RPG - strategy wargame hybrid. The gameplay and narrative of the game focus on a nameless lieutenant who has been taken a prisoner of war and their story in both the past and present.

To achieve this, the game has two core strands. Strand A being the present in which the lieutenant must find a way to escape his confinement with his troops - mainly experienced through a mix of cutscenes, real time combat and stealth missions. Strand B is the past, experienced through memories of previous battles when they interact with objects of importance, where the player acts as commander of a series of troops in turn based combat.

The game is inspired by titles such as Ubisoft's *Heroes of Might and Magic* franchise (with additional emphasis on HOMAM 2 Gold and HOMAM 3) as well as *Honkai: Star Rail* by MiHoYo for its B-side gameplay. The A-side of the game takes inspiration from titles such as the *Arkham* series (Batman franchise) and *Baldur's Gate 3*.

For the purposes of the *Design Games* module, prototype development skews heavily to the B-side of the game - though relevant context and design progress will also be made on the A-side, primarily in the documentation.

Engine information

The prototype for snapSHOT has been created in Unity.

Engine version: Unity 6000.4.8f1

Necessary additional libraries:

System.Collections.Generic,

System.Collections,

System.Linq

Source control has been conducted through GitHub.

Use the desktop app and not the web interface when committing and pushing changes!

The Hex Grid // Battlefield

Hex grid whiteboard

i This section of the documentation is accompanied by a whiteboard. Due to restrictions with the free plan of Confluence, the board has been made with Miro.

If the links on this page are not working, use the shortcut labeled “Hex grid - whiteboard”.

The link for the hex grid whiteboard is provided here: [Hex grid board](#)

The battlefield on which Strand B content takes place.

The grid features a few key features to be aware of:

1) Grids may be aligned vertically or horizontally. This is the axis on which parallel straight lines can reach from one side of the grid to the other from all tiles on a side.

i More information on alignments can be found in the Grid Tiles section through the explanation on indexing.

2) Terrain can vary across the board between traversable and obstructed.

All actions relating to tiles should be accessed through the hex grid collective.

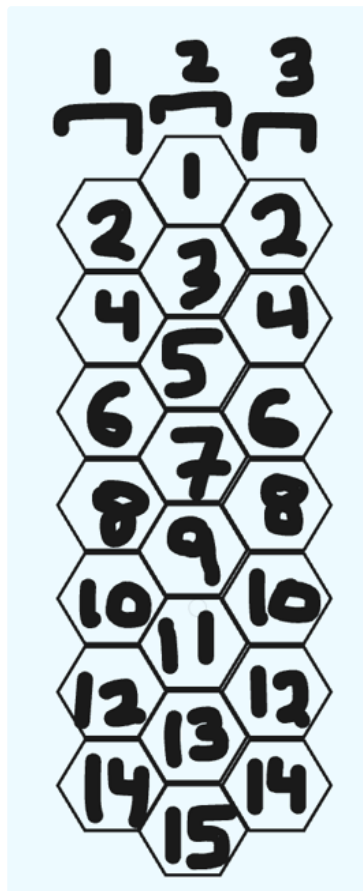
Hex grids vary in size from 9x11 on the small end to 17x23 at the large end.

(Hex /) Grid Tiles

Grid tiles are identified by an X and Y coordinate. Due to the way that hexagons tile, tiles will be offset depending on their row / column depending on the grid alignment. On the aligned axis (x if column aligned or y if row aligned) the index increases with standard increments of 1. On the non-aligned axis, each possible position on the axis is addressed consecutively causing each row/column to only index at either odd or even values.

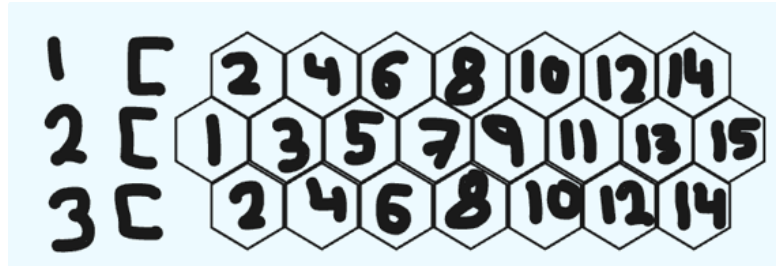
Visuals to help with this explanation are included in the expandable box below.

Examples for addressing co-ordinates visualised



The numbers above the columns of tiles represent the X-coordinate for the tiles in that column. The numbers in each tile show the Y-coordinate that each tile would use.

As shown, the tiling being offset in the vertical direction means that rows switch between even values in the shorter columns and odd values in the full columns such that each tile vertical position is addressed uniquely.



For grids that are horizontally offset, the pattern effectively directly switches. The aligned rows address (Y-coordinates) consecutively as shown to the left of the image while columns address (X-coordinate) either by odd or even values depending on whether they are in a short or full row. This allows all column positions to be address uniquely in order.

Tiles have a few key properties that they **must** track.

1) Whether the tile is a terrain obstacle

- (Boolean value).

2) What combat unit currently occupies the tile

- (Combat unit object, may be null).

- Eliminated combat units are *not* considered to occupy a tile.

3) Tile address

- X and Y coordinates to allow for traversal and adjacency checking.

- Should the technical team wish to use a different address method (e.g. Hexagon efficient), this will need to be brought to the team as early as possible for negotiation.

Grid set up (technical)

While the exact method of setup is to be decided based on discussion with the technical team (if this wasn't a solo project), there are two main proposals from a systems perspective.

1) Preset scene with tile enlistment

As the scenarios have preset arrangements, this is the current front runner option.

This option has the grid constructed in the level editor with troops assigned. Each tile effectively is set up individually at this stage.

Depending on the technical preference, references may be passed to the grid controller object for each tile (effectively registering the tiles) or tiles may be set up with an enlist function triggered on an event call from the controller object.

At run time, the tiles are then enlisted to the controller object which manages full grid functions (such as traversal calculations).

2) Controller as tile factory

The main alternative to the preset scene variant is to have the grid controller act as a factory and spawn the tiles and units for each scenario.

This would require the provision of level data in some form to be read by the setup function - likely through a .csv or .json file.

Exact details regarding this strategy would need to be negotiated between the level design and technical teams, particularly any formatting for data that would be used.

[Overview] Combat flow

Combat consists of multiple passes through the combat order, with each pass seeing all active combat units taking one turn in order of initiative. On a turn, the combat unit *must* take one action. Actions are resolved immediately before the turn moves to the next combat unit in the order of initiative. Once the pass reaches the end of the order of initiative, a new pass begins, returning to the start of the order. Any combat units that have zero combatants remaining are removed from the order of initiative. If, at any point during combat, either the player or opponent run out of combatants: fighting concludes at the end of that turn and combat is concluded.

Combat actions

Move: A unit may use their turn to move to another tile within the distance determined by the troop's speed stat. A unit may not move to a tile already occupied by another unit or obstacle. Movement may be concluded by an *attack (melee only)* if the unit ends its movement on a tile adjacent to a tile occupied by an enemy.

Attack (melee): A unit may use their turn to execute a melee attack if there is a valid target (opposing unit in range) available. Unless otherwise specified by the troop's abilities, an attack allows the unit to deal one instance of damage to a target on an adjacent tile. Melee attacks also provoke an opportunity for a retaliation strike which resolves after the initial attack, concluding the unit's turn.

Attack (ranged): A unit with a range beyond melee may use their turn to execute a ranged attack if there is a valid target (opposing unit in range) available and there is *not* an opposing unit in a directly adjacent tile. Unless otherwise specified by the troop's abilities, a ranged attack allows the unit to deal one instance of damage to a specified target. This target may be any opposing unit within the troop's range that is *not* on an adjacent tile to the unit. Ranged attacks do not provoke opportunities for retaliation strikes as standard.

Defend: A unit may use their turn to take a defensive stance (defend). This allows the unit to use its higher defence stat *for* one pass of combat (until its next turn).

Retaliation strike: When a unit is targetted by a melee attack, the unit will (normally) be provided an opportunity to land a retaliation strike. Unless otherwise specified by the troop's abilities, the retaliation strike allows the unit to deal one instance of damage to the unit that attacked it. A unit may only retaliate once *during* each pass of combat (resets at end of pass).

[Overview] Troops, combatants and combat units

Side B combat utilises combat units comprised of combatants. A combatant is the single instance of a troop type. Rather than placing all combatants on the field individually, combatants of the same type are often grouped together into stacks forming combat units. These combat units are the entities that are available for control during combat.

All troop types have a core set of stats in which they vary

HP (interchangeably health points, health): Health points are used to track the current survival state of units. Health points are tracked per individual combatant and per combat unit. If an individual combatant's HP is reduced to zero, it is eliminated and removed from the combat unit it is a part of. The total HP of all combatants in a combat unit forms the unit's HP, mainly tracked as it is a statistic to be shown to the player.

Range: Range is the number of tiles (radius) within which a unit may attack. The range is counted starting from the first set of tiles adjacent to the tile the troop is on.

Some troops register their range as *melee*. In these cases, their range is effectively 1.

Some troops register their range as X/Y. In these cases, their range is X but their attack impacts Y tiles.

Speed: Speed determines the number of tiles a troop can move on a single turn. Speed counts each tile travelled on the shortest route to a destination.

Initiative: Initiative determines the turn order of the troop in combat. Initiative is provided as a numerical value, with initiative ordered via lowest to highest value. Ties in initiative are broken based on the placement of the unit in the *starting* lineups for the scenario.

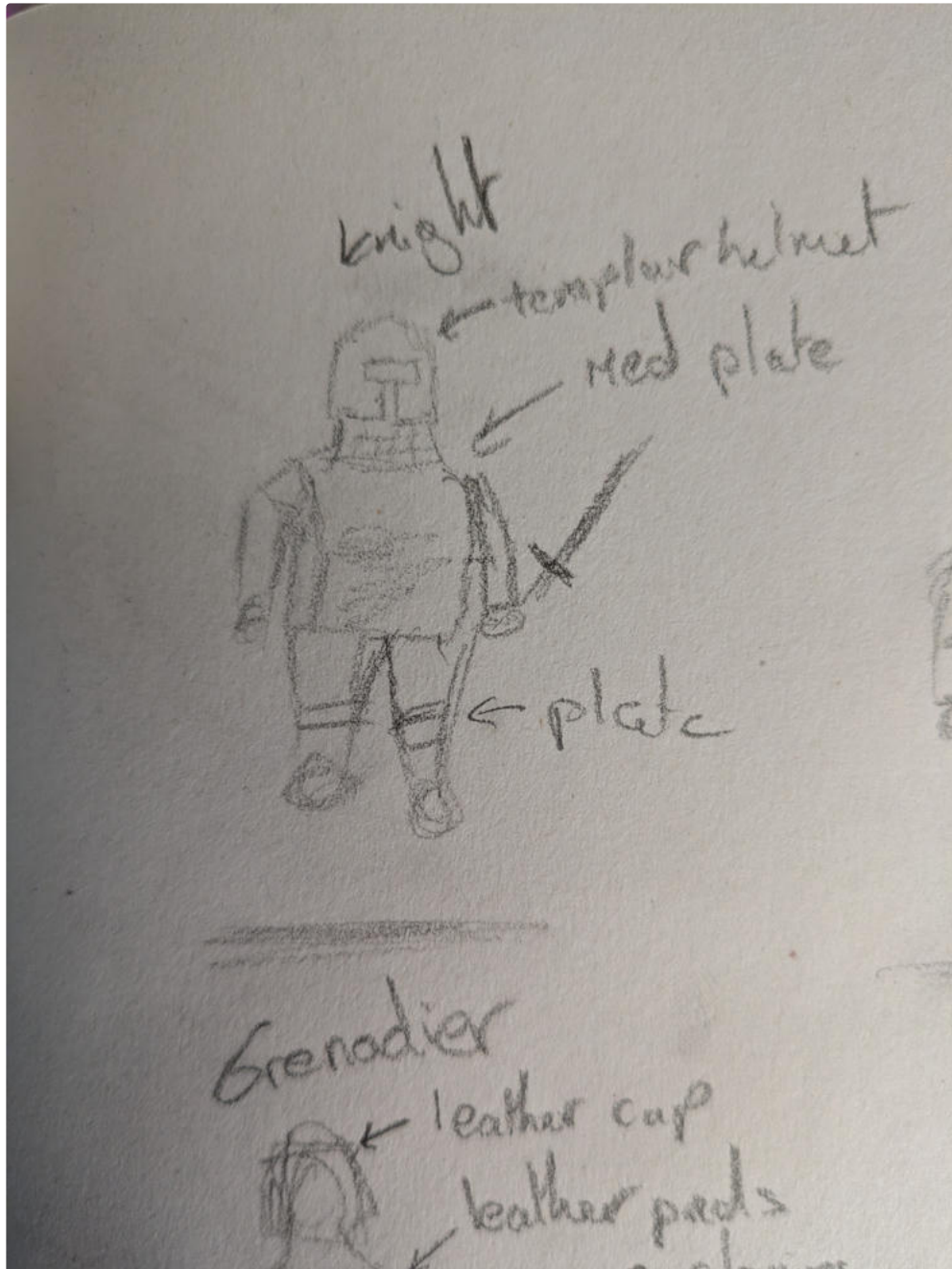
Damage: Damage is the amount each attack by the troop hits for. Damage is defined *per combatant* for each troop meaning the overall damage output by a combat unit is equal to damage * number of combatants.

Defence: Defence affects the total amount of damage reduction that a troop may apply to an incoming attack. Defence is given as two values in the form X/Y. Value X is the base defence of the troop and value Y is the defence of the troop if it currently holds a defensive stance. Defence values are numerical values between 0 and 100 that correspond to percentage reductions applied to the net incoming damage.

Swordsman / Crusaders

Stat	Swordsman	Crusader (changes only)
HP	15	25
Range	Melee / 1	
Speed	5	6
Initiative	8	7
Damage	5	
Defence	5/20	10/30

∨ Visual design notes



As may be seen from the notes in the image, the swordsman takes some level of inspiration from knights and Templars. The concept featured is more aptly used for crusaders however with swordsmen being slightly less protected.

Swordsmen use medium plate for their protection, covering most of their torso with some of their legs also covered. Their helmet is standard issue with some additional side cover with chainmail.

Crusaders use heavy plate armour which creates a full suit. Their helmet is styled more closely after those of Templars with a T shape cut

out for vision and air flow. They do not bear any additional insignia.

The weapon of choice is the claymore (hand-and-a-half sword type) for swordsmen and the longsword for crusaders (zweihänder). Both of these swords are styled for function over form.

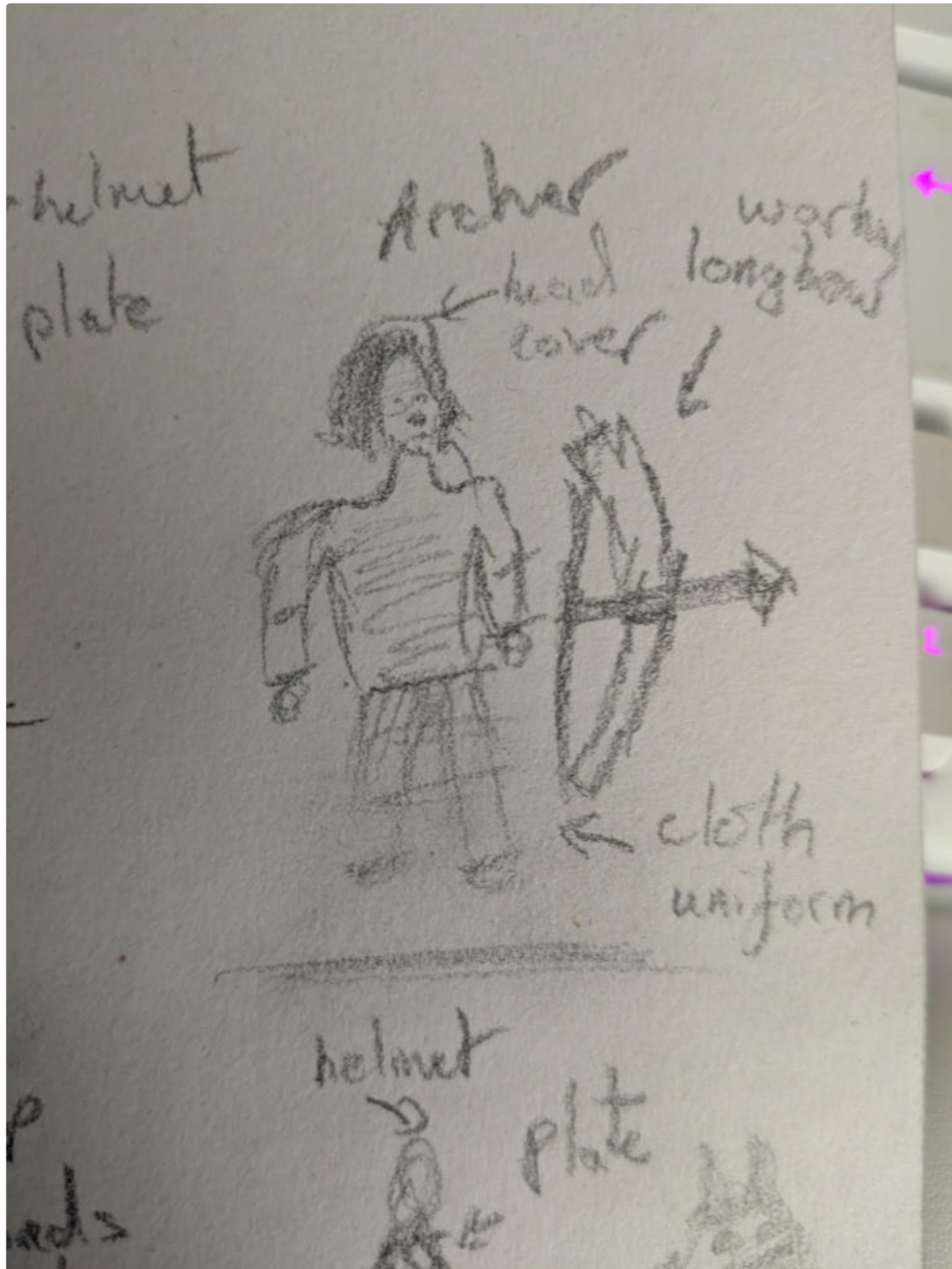
∨ Technical design notes

As crusaders act as upgraded versions of swordsmen, they can be implemented either as a child class or as a completely independent class. While current designs indicate the former would likely be more appropriate for the project, the latter also provides more room for divergence should it be needed in further development.

Archer / Warbow archer

Stat	Archer	Warbow archer (changes only)
HP	9	14
Range	9 / 1	11 / 1
Speed	10	8
Initiative	15	14
Damage	8	
Defence	0 / 15	

∨ Visual design notes



Archers are relatively lightly protected utilising their uniform for the most part. While they do have an additional layer of fabric around the top of the legs that may catch incoming projectiles, they do not use any padding in their clothing. Likewise, they use a cloth head cover.

Warbow archers follow a similar appearance but have these missing pads built into their clothes.

The weapon of choice is the longbow and warbow for archers and warbow archers respectively. The longbow should be roughly $\frac{1}{2}$ to $\frac{2}{3}$ the height of the archer and made of a dark brown wood. The arrows

should be relatively simple in point and fletching. The string should come across as useful for a medium draw weight.

The warbow should be a dark grey with a height slightly roughly $1/2$ the height of the archer. It should use denser arrows with sturdier points and more noticeable fletching. The bow should come across as having a significantly heavier draw weight.

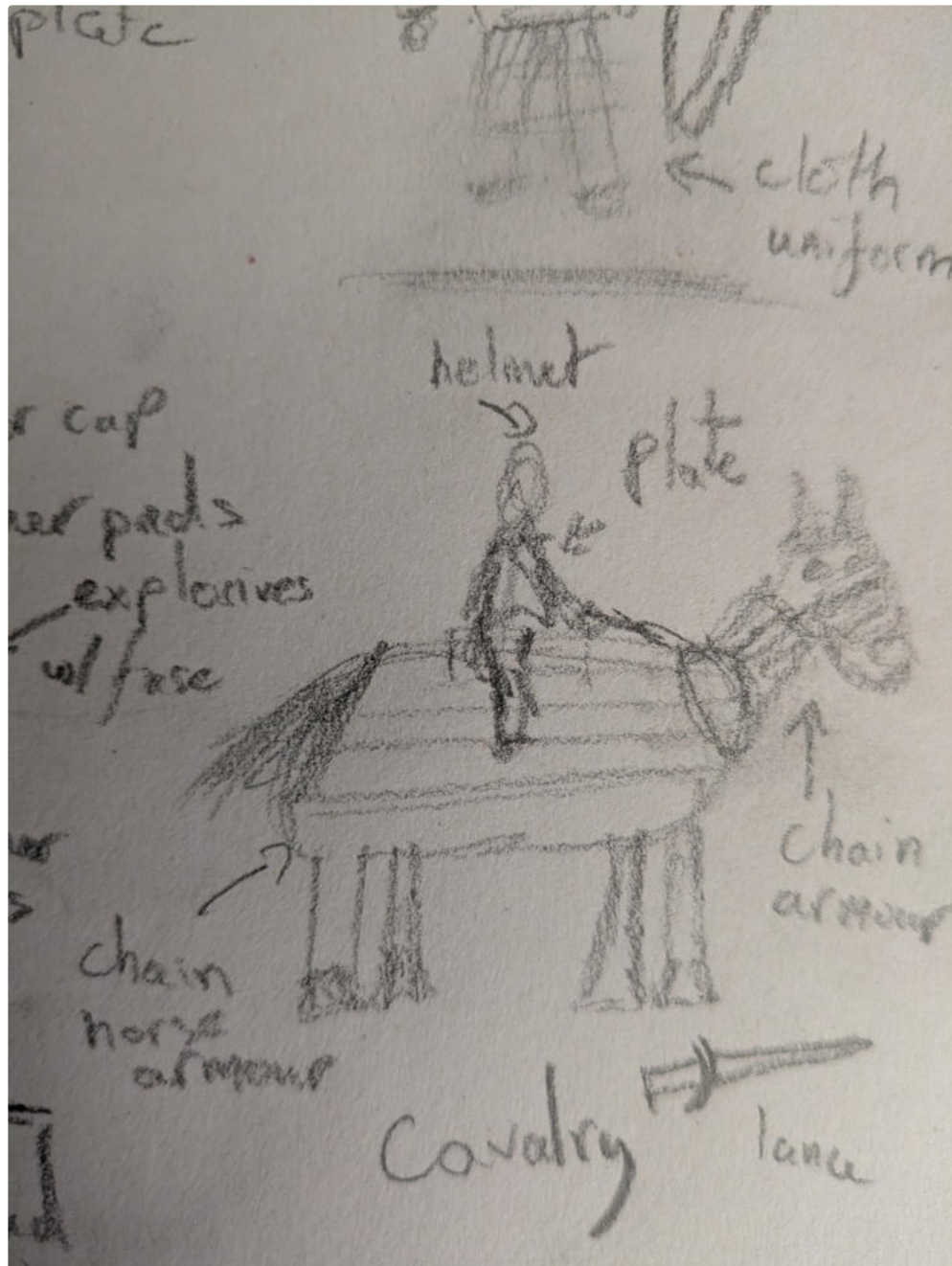
∨ Technical design notes

As warbow archers act as upgraded versions of archers, they can be implemented either as a child class or as a completely independent class. While current designs indicate the former would likely be more appropriate for the project, the latter also provides more room for divergence should it be needed in further development.

Cavalry

Stat	Cavalry
HP	40
Range	Melee / 2
Speed	10
Initiative	5
Damage	8
Defence	20 / 45

∨ Visual design notes



The main visual draw for the cavalry troop type is their horse (hopefully for obvious reason). The horse's main body, neck and most of their head is covered in chainmail armour placed over a layer of fabric that follows the same colour scheme as the army's uniform. The underside of the horse's body as well as its legs and tail are left unobstructed.

The rider sits atop the horse in medium plate armour with a helmet with almost full coverage (except for the front where sight lines have been kept more open).

The weapon of choice for cavalry units is the lance. Made of steel for its particularly sharp point, the lance also utilises some lighter while still strong materials closer to the grip. The lance should be roughly 3/4 - 7/8 of the horse's length.

∨ Technical design notes

Cavalry troops occupy two hex spaces on the grid. These spaces may be any two adjacent tiles that meet the standard movement rules.

Movement requires a two wide gap in the direction of travel to allow cavalry to move through a location. This is counted as spaces are occupied for each step of the movement where turns may only change relative direction by one hex at a time.

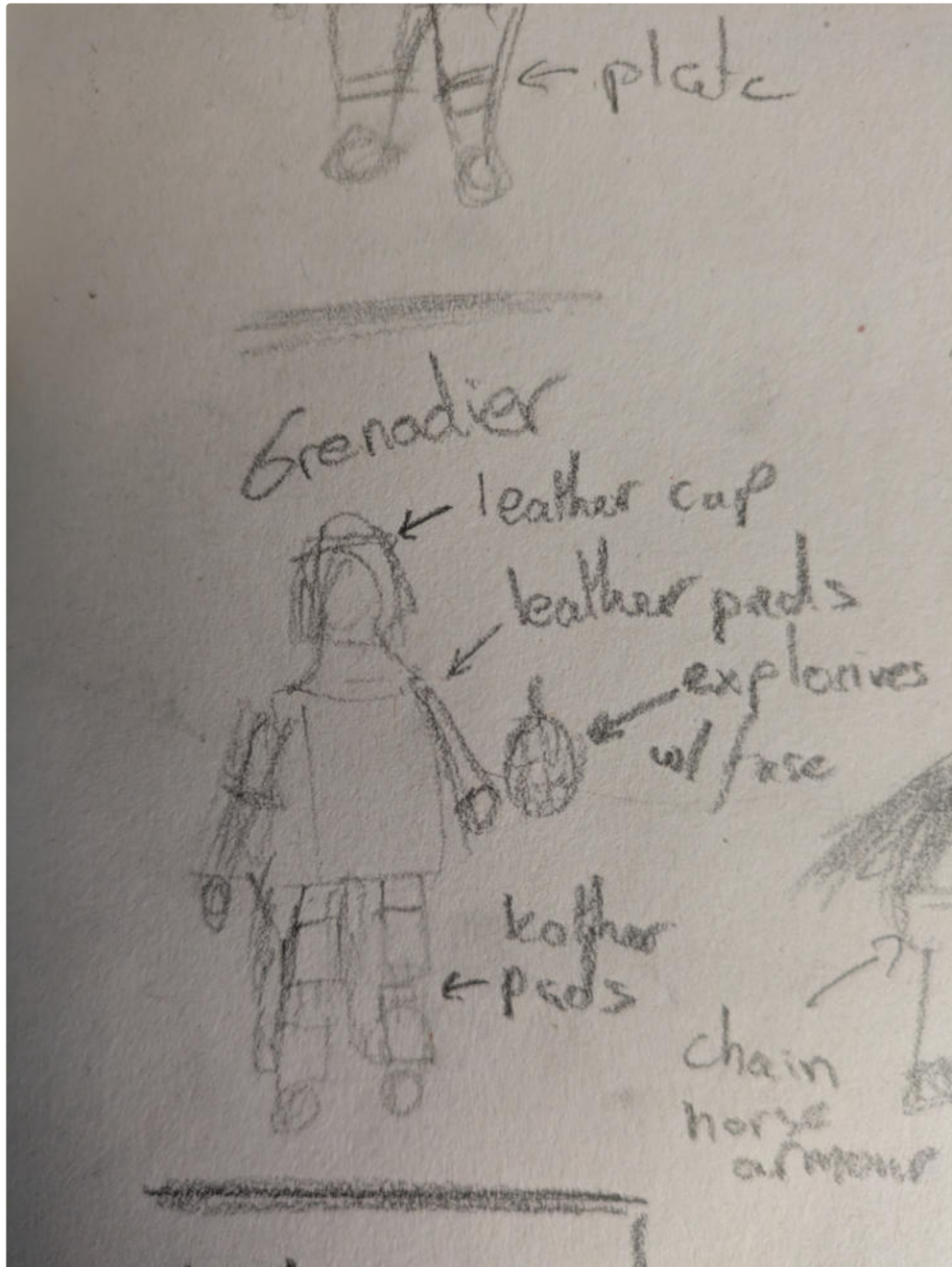
The 2 tile AOE effect only hits the targeted tile and the tile immediately behind it (from the perspective of the attacking unit) acting as if the attack pierced through the initial target. If the targeted tile is at the edge of the board and doesn't have a tile immediately behind it, only the targeted tile is effected.

Grenadiers

Stat	Grenadier
HP	25
Range	5 / 7
Speed	7
Initiative	5
Damage	8
Defence	15 / 20

Additional mechanic: Grenadiers will always retaliate when melee attacked.

∨ Visual design notes



Grenadiers make use of heavy leather padding for their protection to mitigate some of the impact from their explosives. In place of a metallic helmet, they also use leather instead.

Their weapon of choice is effectively an exposed bundle of explosive material with a fuse above it. For their attack, they light this fuse and throw the bundle towards the targeted location.

Technical design notes

The AOE damage from attacks made by grenadiers DOES affect troops of the same alignment. This only applies to the AOE effect and not the

initial attack for the purposes of targetting.

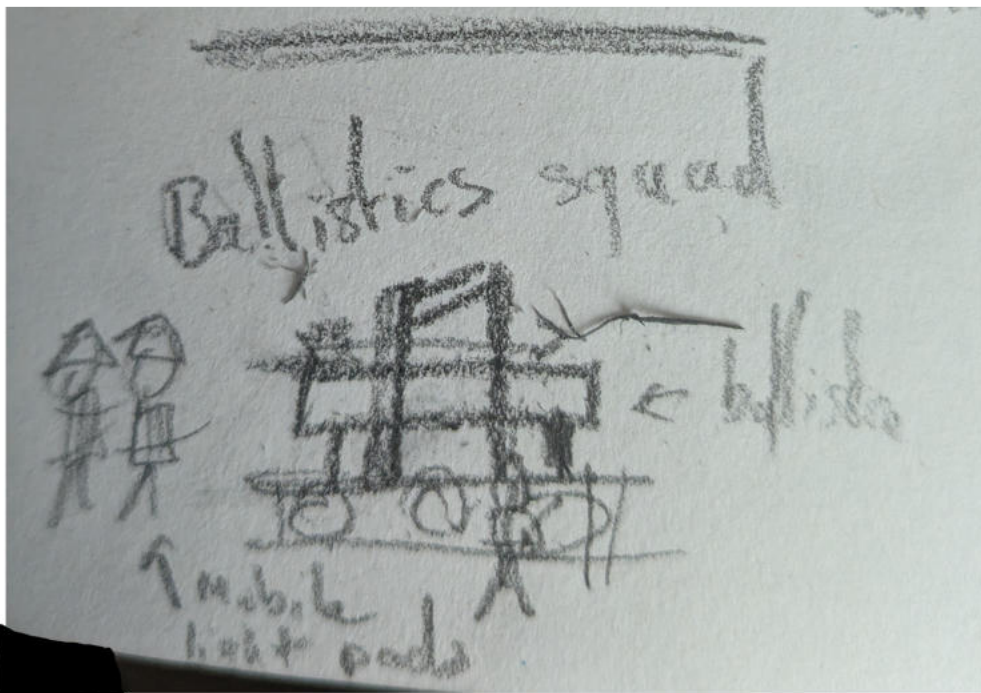
(The 7 AOE means that the targeted tile and all adjacent tiles are hit. If at the edge of the board, the AOE does not effect non-adjacent tiles).

As grenadiers always retaliate melee attacks, the “ExhaustedRetaliation” field for any unit composed of these troops will always be false.

Ballistics squad

Stat	Ballistics squad
HP	50
Range	12 / 3
Speed	3
Initiative	2
Damage	17
Defence	10 / 20

Visual design notes



The ballistics squad is composed of three operators and a ballista. The ballista is made to be mobile utilising wheels that would rock and move with recoil. The ballista is at the larger end of what historic ballistas would have been like.

Unlike most ballistas which would require orienting the entire mechanism to fire, the firing mechanism sits atop the mobile element such that it can swivel up to 40ish degrees from centre when aiming.

The operators are all dressed in their uniforms with light plate pads covering their vitals and a helmet to protect their head.

∨ Technical design notes

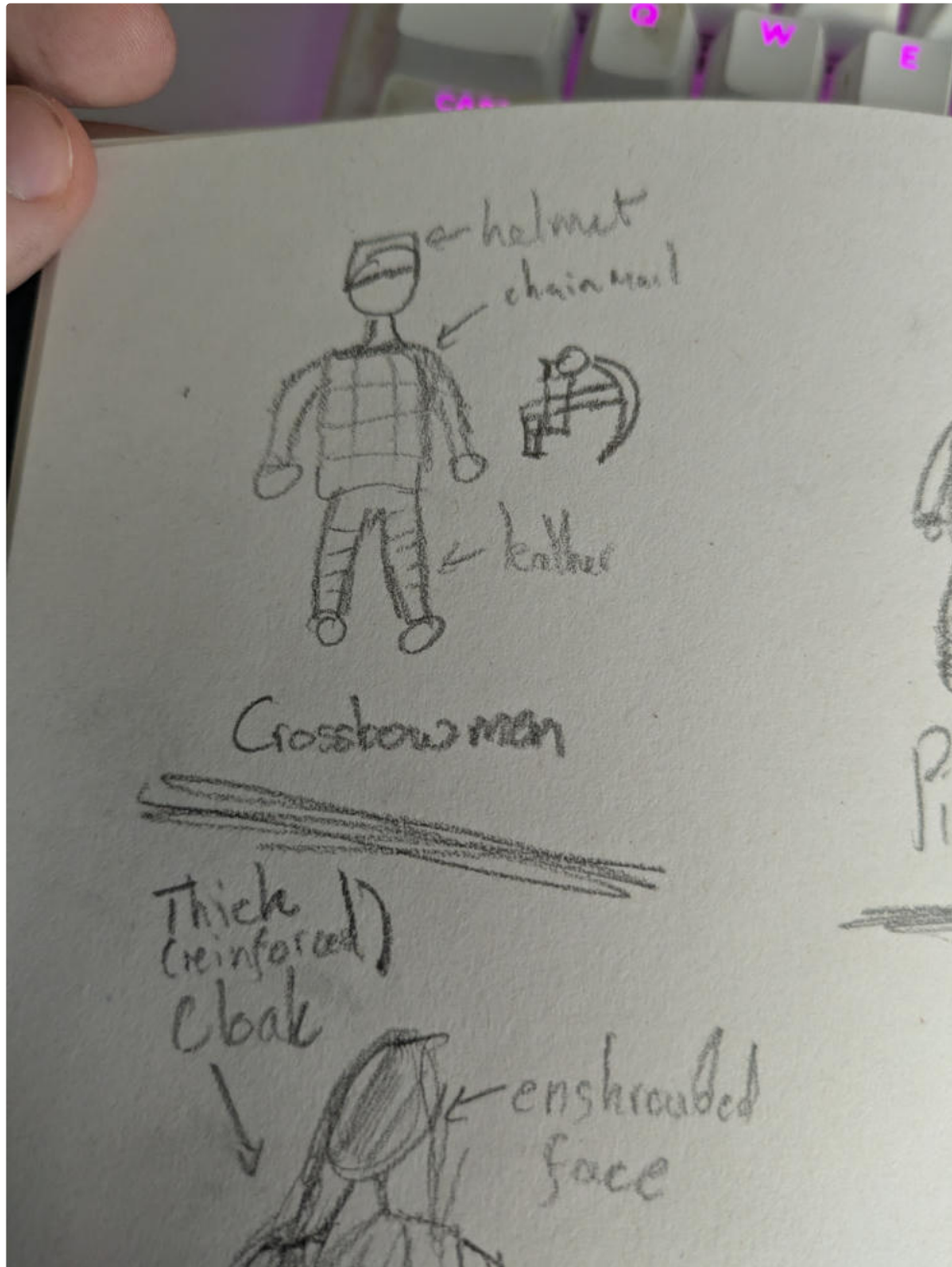
Ballistics squad units occupy two hex spaces on the grid. These are always across a direct vertical or direct horizontal depending on the grid in play.

Movement requires a two wide gap in the direction of travel to allow a ballistics squad to move through a location. This means two tiles occupied based on the previous criterion for each step of the movement. Each step should check the new tiles in the same relative direction off both the tiles from the previous step.

Crossbowmen

Stat	Crossbowmen
HP	12
Range	15 / 1
Speed	5
Initiative	4
Damage	6
Defence	5 / 15

∨ Visual design notes



Crossbowmen are more protected archers as to their appearance. Utilising a basic helmet and chain-mail over their vitals with some leather padding on the legs, their dressed to try and prevent fatal attacks even if they sustain some injuries in the process.

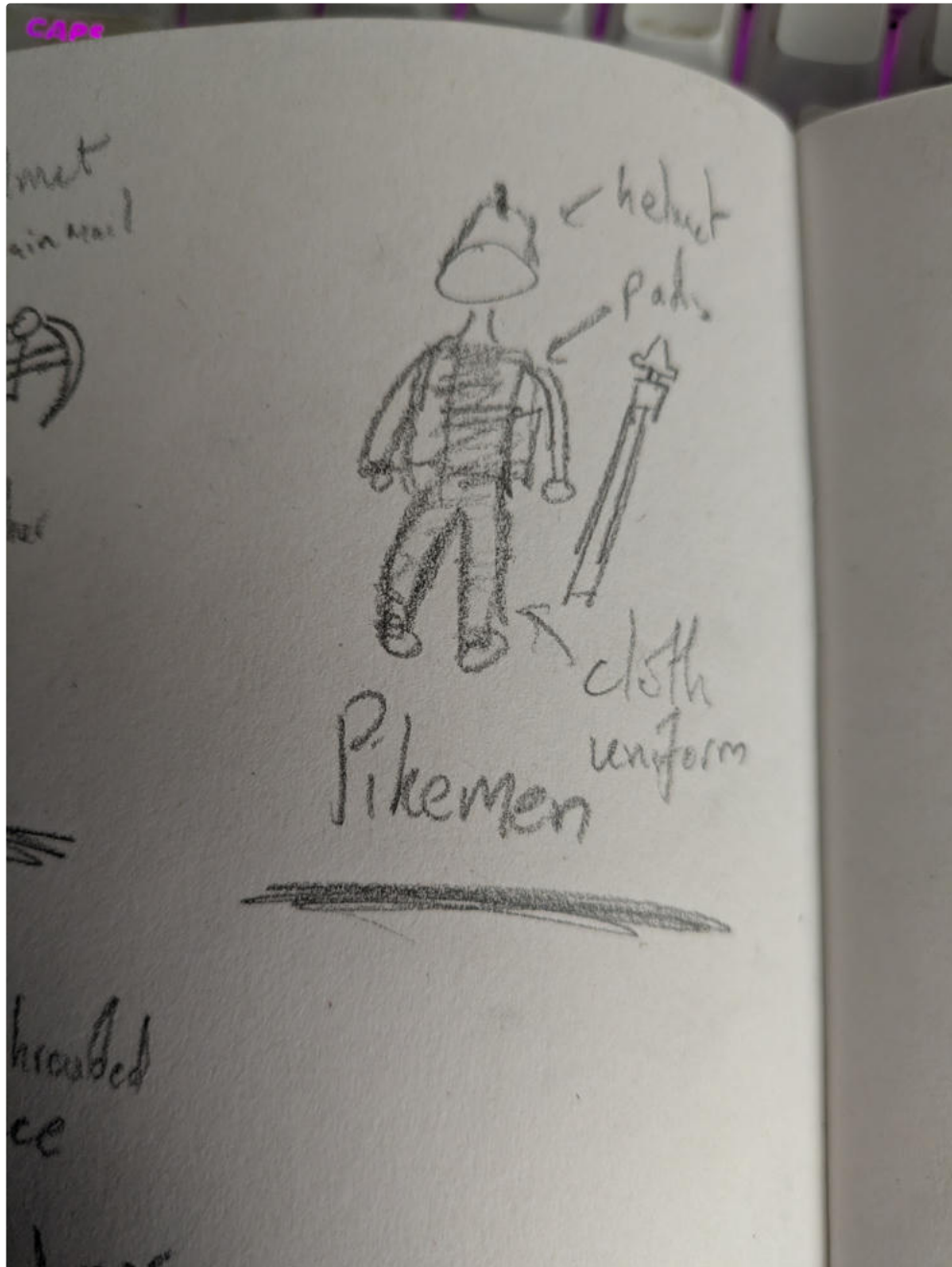
Their signature weapon of the crossbow is relatively small with a medium draw weight. It is fully manual and also has a primitive sight to guide the user's aim.

Pikeman

Stat	Pikeman
HP	15
Range	Melee/ 1
Speed	5
Initiative	5
Damage	4
Defence	5 / 20

Additional mechanic: Pikemen are *not* susceptible to retaliation attacks

∨ Visual design notes



Pikemen are lightly armoured units that mainly use padding to cover their vitals and a basic helmet to protect their head given their use of pole arms to keep out the way of immediate counter-strikes. Beyond this, they wear their standard issue army uniform to keep their high mobility.

The main focus of their design is their weapons, with the pole arms being roughly as long as the troops are tall.

Technical design notes

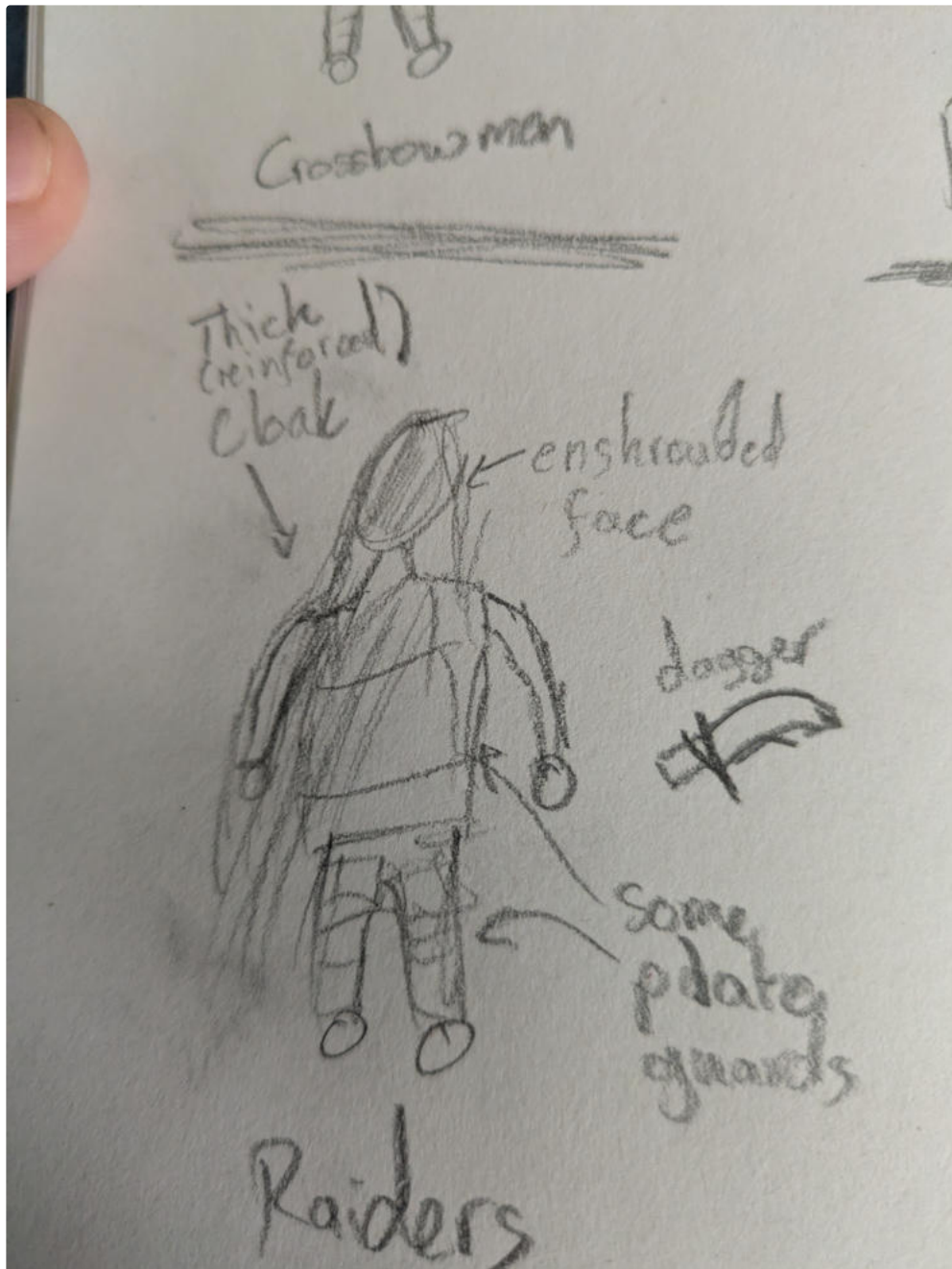
As pikemen are not susceptible to retaliation attacks, a field is required for “takes retaliation hits” across all troops. For pikemen the value would be false which must be set separately as the default is true.

Raiders

Stat	Raiders
HP	10
Range	Melee / 1
Speed	8
Initiative	4
Damage	6
Defence	10 / 20

Additional mechanic: Raiders ignore defensive stances and always attack against the weaker defence stat.

∨ Visual design notes



A basic concept for Raider type troops revolves around being mobile, stealthy and ready to get up close. With their weapon of choice being a dagger and them using a reinforced cloak as a first layer of protection, there is some level of rogue vibes to them. The cloak is not like the stereotypical brown fabric though, being clearly made for war. It is made to be held up to catch incoming projectiles like arrows and has clear patchwork where extra inserts have been added to achieve this. Additionally, its final look plays on a wider variety of earthen colours (though not quite to the extent of a ghillie suit).

Raiders' faces are also somewhat enshrouded by the hood on their cloak and may also wear some padding directly on their uniform.

∨ Technical design notes

With raiders bypassing defensive stances, this effects the damage calculation for attacks. As such, the impact of the unique mechanic will need to be accounted for in the combat resolution system rather than simply within combat unit object flags.

[Technical overview] Troop and Combat Unit implementation

When dealing with the technical structure for combatant implementation, there are a few key things to note immediately:

1. There is not a need to code individual combatants for the grid. This is because they do not have any functionality outside a combat unit and a single combatant is equivalent to a unit of size 1.
2. Troop types should all inherit from a template troop class. This will allow a common interface with the key methods (like take damage and assigning troop types to units).
3. All core gameplay functionality related to troops should be implemented in the combat unit class as it is the element that interacts with all game managers and the hex grid.

The *TROOP* template is relatively straightforward as it only relies on given data fields but may be expanded for some checks through methods as the system is developed to interface with end game content. The data fields are the same as the troop stat fields and should use the integer data type (**rational numbers are not suited for the use cases in the game, keep to integers where possible**). There are two additional fields that will also need to be present, both of which are for boolean values. These are for whether the unit always retaliates (alternatively does not exhaust their retaliation) and whether the unit is susceptible to retaliation.

Combat units have a few key data fields that must be present. These are the troop type [linking to a child of the troop object], number of combatants [int], the current health of the combatant at the 'front' of the unit / top of the stack [int], whether the unit has expended their retaliation [bool], whether the unit holds a defensive stance [bool] and which side the unit belongs to (probably to be implemented as `IsPlayerControlled` or similar [bool]).

At the start of combat, the health of the 'front' / 'top' combatant is set to the maximum health for each unit's troop type. Throughout the rest of the scenario, the number of cycles with each combatant lost (excess damage **does** bleed over to the next combatant on the stack).

All units start with their retaliation. Unless otherwise specified for the troop type, retaliations are expended on the first hit a unit takes in a pass. Retaliations occur only once the initial attack is resolved. Retaliations refresh when starting a new pass through the top of initiative.

When taking a defensive stance, units hold this until **they** next reach the top of initiative.

When a unit drops to 0 combatants, it is eliminated and no longer occupies any tile (mechanically) even if there are visuals occupying the space.

[Overview] Scenarios

Scenarios effectively refer to 2 key elements - narrative cutscenes and combat levels.

Each scenario will have at least one starting cutscene which acts as the player's window to the past. While the game is nominally played from the perspective of the Lieutenant, these cutscenes may be either from his perspective or from an "external viewer's" as the perspective of the memory may change. These memories are from points earlier in the war that have led up to the troop's capture.

Combat levels involve a single combat on the hex grid. These increase in complexity as the game progresses and are often thematically linked to the A-side events that trigger the memory. There are no levels that are scripted losses.

Some scenarios may also close with a cutscene. In these cases, these are significantly shorter than the intro cutscenes and resolve the immediate thread of the events in the memory.

Scenario 1: "Scouting parties discovered"

Scenario information

Scenario 1 serves as the initial memory of the past that starts the narrative arc for the 'past'.

Scenario 1 is used primarily for onboarding players to the mechanics of B-side gameplay. As such, the units involved are relatively simple mechanically and are few in number.

Scenario 1 introduces the concepts of combat flow, unit control as well as melee and ranged attacks. These should ideally be introduced with the help of a tutorial that walks through the mechanics at each step early on in the encounter before allowing the player to complete the encounter independently.

Due to the limited number of combat units, the scenario takes place on a smaller grid.

Grid details

Height: 9 hexes

Width: 11 hexes

Obstacle concentration: None / Sparse

Obstacle interference: None / Low

Link to visuals: [Scenario whiteboard](#)

Troops present	Total troop combatants	Number of units	Unit breakdown
Swordsman	5	1	1x 5
Archer	5	1	1x 5

Troops present	Total troop combatants	Number of units	Unit breakdown
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Swordsman	9	2	1x 4 1x 5
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Scenario 2: "Explosive escalation"

Scenario information

Scenario 2 progresses the narrative directly on from scenario 1 as it involves an ambush as the detached unit attempts to reconnect with the main force having discovered the initial scouting party.

Scenario 2 also introduces the player to two concepts, upgraded units and splash damage. To help provide greater opportunity for the latter of these to have a greater impact, the map is smaller and more constrained through the placement of obstacles. Tutorial points are also provided at the relevant steps (though the splash damage point is only revealed on the opponents turn).

Grid details

Height: 9 hexes

Width: 11 hexes

Obstacle concentration: Sparse

Obstacle interference: Moderate

Link to visuals: [Scenario whiteboard](#)

Player troops present	Total troop combatants	Number of units	Unit breakdown
Swordsman	6	1	1x 6
Crusaders	3	1	1x 3
Archer	6	2	2x 3

Enemy troops present	Total troop combatants	Number of units	Unit breakdown
----------------------	------------------------	-----------------	----------------

Swordsman	9	2	1x 4 1x 5
Grenadier	6	2	2 x 3

Scenario 3: "Firing party"

Scenario information

Scenario 3 sees the player have to contend with ranged opponents without any of their own. On the relatively open map, they therefore have to rush across the field and eliminate the threat with their limited number of combatants.

Grid details

Height: 9 hexes

Width: 11 hexes

Obstacle concentration: None / Sparse

Obstacle interference: None / Low

Link to visuals: [Scenario whiteboard](#)

Player troops present	Total troop combatants	Number of units	Unit breakdown
Swordsman	10	2	2x 5
Crusaders	7	2	1x 4 1x 3
Cavalry	1	1	1x 1

Enemy troops present	Total troop combatants	Number of units	Unit breakdown
Archer	5	1	1x 5
Warbow archer	5	1	1x 5

Crossbowmen	11	3	2x 3 1x 5
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Scenario 4: "Choke points"

Scenario information

Scenario 4 is built around a smaller map with more densely populated obstacles. Without the benefit of ranged units, melee units are likely to be forced into confrontation at a set of choke points.

Strategy will be key in utilising and controlling the narrow corridors to engagement on the player's terms.

Grid details

Height: 11 hexes

Width: 15 hexes

Obstacle concentration: Dense

Obstacle interference: High

Link to visuals: [Scenario Whiteboard](#)

Player troops present	Total troop combatants	Number of units	Unit breakdown
Swordsman	20	2	2x 10
Crusaders	16	2	2x 8
Cavalry	8	2	2x 4

Enemy troops present	Total troop combatants	Number of units	Unit breakdown
Swordsman	20	2	2x 10
Crusaders	10	2	2x 5

Pikemen	15	2	1x 7 1x 8
Raiders	15	2	1x 7 1x 8

Narrative overview

Somewhere in Europe, alternate timeline, circa C.20th (mid).

3rd Troop, Jaeger Company, Northern Assault Battalion.

Some 40 troops have been taken prisoners after being driven out of friendly territory having failed to effectively respond to a surprise attack. The highest ranking of these is the troop's commanding officer: Lieutenant [name tbd by writer] ("*the Lieutenant*", player character / PC). They are currently being held in a prison camp some 20 or so miles into enemy territory as the enemy forces arrange their transfer further from safety.

PC knows that allowing this transfer to go ahead is game over. Given the situation between the two sides of the conflict, each and every one of his soldiers is a candidate for execution let alone himself. It is therefore clear to him that he needs to arrange a way for them to escape while they still have a chance.

∨ Act I

ACT I: Motivation (Slightly more fleshed out than the other sections)

Gameplay opens with PC in his holding cell (Cell Block B, see map). He hasn't been sleeping well in the past couple days since capture, guilt over the current predicament increasing by the hour. Being military trained, he's able to convert some of the guilt to motivation.

After a few moments, a series of guard enter the holding block and instruct the prisoners that it is meal time. At this stage, all of the captured soldiers comply, following the currently controlling order from the Lieutenant. As they line up, PC deliberately positions himself next to his Second Lieutenant [name tbd by writer] (a woman slightly younger than the PC, but battle proven despite the prejudices). He indicates to her that they need to talk.

In the mess hall (see map), the first B-side scenario goes down after being triggered via some dialogue between the two officers which causes PC to disassociate slightly. The dialogue in question relates to the need for stealth given the whole situation arose from a scouting party being discovered.

The 2nd Lieutenant is able to get PC to snap out of it. Out of concern, the pair agree to revisit the discussion later after 2nd Lieu. has had an

opportunity to consider the suggestions.

Gameplay focusses back in on PC as the guards give a time warning to be completed with food service. At this stage, PC has an opportunity to explore the mess hall during this time they are expected to interact with a couple of the soldier. This is also an opportunity for exposition. The soldiers still hold him in high regard.

After interacting with the necessary characters (mostly NCOs who would need to be in on the fact that something is being planned), the guards call time on food service. The next orders require all prisoners to report to the Central Hall for another roll call. While this seems to be going relatively smoothly, the guards intend to provide their 'guests' a reminder of where they are. At the end of the roll, a guard behind the group fires an arrow into the air and ignites a small amount of explosive material. In the ensuing frenzy, the Lieutenant once again starts to fall into a memory of the past (scenario 2).

Once the B-side scenario resolves, the view cuts back to the guards laughing and shouting at the prisoners to get back up and to restore order. PC is dragged out of his nightmares by the cacophony but not far enough to be entirely mentally present in the room. The guards notice this and start walking over to him - clearing their way through the crowd by force. They shove PC to the ground before levelling insults at him. The Lieutenant is obviously agitated but is just about able to hold it together. The guards read this as him submitting to their authority, but the Lieutenant's soldiers know him well enough that it was restraint to wait for an advantageous moment.

The guards complete the roll call through their mockery before ordering the prisoners to their labour stations.

∨ Act II

ACT II: Collusion

With the help of one of the NCOs, PC slowly walks into *Labour Area 1* ("LA1", see map). Another NCO comes up to the pair offering to trade places with the Lieu. for their shift given what just happened - the Lieu. declines.

There are 3 types of labour that prisoners are subject to. One of these is far more physical (in LA1), another uses more meticulous (also in LA1) and the other is a mix of both (in LA2). Collectively, they manufacture base components for military purposes though no individual component is sufficient for practical use.

PC moves over to start shift. He is working on the yet unprocessed wood. While trying to meet the quota for the day, PC needs to discuss with his troops. Of particular note are a Sargent held in Cell Block A (the other than Lieu.) and one of the most effective scouts in his troop.

During discussion, PC interacts with one of the refined elements. Discussion over what it is for. PC doesn't answer, falling instead into another memory.

After situation, PC resolves. Stealth element - collect some of the production material and hand it to enough of the correct troops to smuggle it out of the Labour Area. At the same time, PC must maintain enough productivity as to meet the quota (another means to increase guard suspicion).

As quota is about to be met, one of the previous discussion officers injures themselves deliberately - enough to force him into the infirmary. This is part of the plan discussed earlier. In the chaos, some of the guards take him to the infirmary while they also clear the rest of the prisoners back into their cell blocks, they do not check the prisoners in the normal way given what happens.

Despite being a seasoned soldier, this hits Lieu. He is able to maintain himself until he is back in his cellblock. He is just able to crash into his bed as he relives another memory.

∨ Act III

ACT III: Preparation

There is short time advance to when the soldiers from LA2 are returned to their cell blocks. This includes 2nd Lieutenant. Having read the situation correctly from their previous discussion, she has also smuggled some of the production material out - though a lot less as it was just her. The pair pick up their discussion from the mess hall.

The pair generally agree on the plan, even if there are differences in opinion on certain aspects. Sneaking the entire troop out is not an option so force is required. This means that they have to break into the armoury so that they can whittle down the number of guards - somehow without causing the whole camp to go on lockdown.

Deep into their conversation, another soldier is thrown into the cellblock - the one who sustained the injury in the Labour Area. A quick catch up leads the soldiers to believe that the guards haven't caught on to the wider plan. In the end, the soldier received what was effectively field hospital level of medical support and seemingly only because the guards are under orders. With the guard shift changing with their mess break, the soldier was also able to quickly scout out the area - isolation walls and the armoury is only accessible via the guard quarters in the middle of the camp.

As they throw together a rough and ready layout map, the Lieu. slips into thoughts about situations past (choke points scenario). On completion, the Lieu. appears to have a battle strategy ready. Issue is that they need to get the information out to the other troops discreetly so that they can co-ordinate their actions. Fortunately, most of the materials they would hope for were smuggled out of the labour areas earlier.

The COs remember that fitness and conditioning is coming up soon, assuming it isn't cancelled due to the earlier issues. If they splinter into a team sport, they can spread the word when they discuss 'tactics' about the game. Guard watches require the group to leave the discussions for the time being. Small amount of objectives in the cell block before transfer.

After transfer to gym area, the Lieu. attempts to organise the troop into 3 teams. He, 2nd Lieu. and the injured soldier are on different teams. Guards get suspicious from the colluding. Persuasion later, the guards are convinced that they may learn intel from allowing the game to go ahead under strict supervision.

PC engages in a mixture of the game and briefing his soldiers. Notably there is a near miss of him taking a heavy hit at some point in the game

(the soldiers are playing for real to make it convincing). PC subs out for another player temporarily as a memory comes to his mind (scenario here).

It takes one of his Sergeants to shake him out of his spiral of thought. The Lieu. is able to keep it cool and takes only a brief moment longer before continuing with the plan of attack.

Act ends with the guards clearing the prisoners out for roll call before the day's final food service. During their time in the mess hall, the Lieu. is able to confirm that the plan is clear to the troops. He gives a Staff Sergeant being housed in cellblock A the final go ahead order before the guards round them back to their cells for the evening.

∨ Act IV

ACT IV: Execution

At morning roll call in the central hall, SSgt signals that phase 1 operations are complete and phase 2 is on. Roll call otherwise proceeds smoothly (build tension here).

During breakfast food service, things appear to be quiet when shouting erupts from the main hall. Initially guards force prisoners to hold positions. A few moments later, word comes through (via guard in mess hall guard nest) that Guard Quarters A appears to be subject to a fire - cause unknown. All hands needed on deck to help maintain the security of the camp.

Guards leave the room pursuant to the orders - though there is a guard at the mess hall exits in the central hall to prevent prisoners from escaping. The opening planned for. The Lieu. and a couple other officers are helped up to the guards nest in the mess hall - left undefended in the chaos. They use the direct connection to Guard Quarter B to reach the armoury.

Break in and get a series of weapons. Not 1st pick of the lot nor enough for everyone, but it is something. The squad are able to relay some of the weapons back to the soldiers in the mess hall. A couple other soldiers join the Lieu. in the Guard's Nest. The Lieu. sends the now squad (those in

GQ-B except himself) to the isolation space to check for any other useful items. He jams the door closed behind them (extra security from the inside).

Mix of stealth and action events to take down guards. Possibility of divergent gameplay of full on charge and taking out one by one to control.

During the prisoners revolt, Lieu. commands troops from the front to gain control of different areas of the camp. In the process, the soldiers also block the connection to administration - effectively taking the main holding areas under their control.

Fire is able to weaken the Guard Quarters enough to allow a way out with work. Requires items from around the holding regions to engineer the required supplementary equipment to make the escape within the narrative time limit. (Make an explosive that is enough to weaken the outer wall while not risking the soldiers inside and not being too obvious as a point of attack to the outside.

∨ Act V

ACT V: High Stakes

Only notes at this stage are that it involves the final break out sequence and the escape battle with the guard posts and camp structures as obstacle (using the combat style featured on the B-side).

Rest is left for proper script writing to fit any adjustments and directions made and taken earlier in the story that are not reflected here. (If the story changes, elements of the ending will have to as well.)

Holding camp layout

Whiteboard

i This section of the documentation is accompanied by a whiteboard. Due to restrictions with the free plan of Confluence, the board has been made with Miro.

If the links on this page are not working, use the shortcut labelled “Strand A content - whiteboard”.

The link to the strand A whiteboard can be found here: [Strand A content](#)

The whiteboard displays a map of the holding facility.

A couple of key locations are mapped out in more detail, but most areas have been left such that they are only defined by the space they occupy to allow for minutia of each area to be designed according to specific needs for narrative beats.

Controls and gameplay

While the player does not have free roam around the entire map, the player should be able to move freely within the levels they are currently in. Changing level is either masked by a cutscene or is simply triggered on interaction with certain POIs.

In most levels, this means using [W], [A], [S], and [D] for movement. The camera can also be moved in these scenarios such that it follows the users mouse movements or separately with the arrow keys. Interacting with characters and POI will use [Right Mouse Button] (likely with a 1 - 1.5 second hold).

Selecting dialogue options may either be done by either clicking on the desired option with the mouse (using [RMB]) or by using [W] and [D] to move up and down through the options respectively and confirming with [ENTER].

Additionally, during certain stealth and action moments, the player will be expected to utilise a greater set of movement. This involves crouching by pressing [SHIFT], running by pressing [CTRL] and hurdling by pressing [SPACE]. Any additional actions are considered interactions and are completed by pressing and / or holding [RMB].

Gameplay mainly involves dialogue choice decisions, stealth objectives and a breakout sequence. The final escape is played similar to combat in B-side gameplay modified to have the prison camp structures as obstacles and guard outpost troops as the enemies.