

# Sniper Ultimate Revenge Game Design Document

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## **1. Introduction**

### **1.1 Plot**

Miller Kyle is a CIA agent that was involved in the killing of many drug dealers. He currently resides in the fictional city called Eclipse Town. This town has a very unique feature. It has the highest number of sun eclipses in the entire world.

While working on a very dangerous case, his daughter, Alisha Kyle, get kidnapped. The mafia boss uses the daughter as bait to lure Miller out. It is up to Miller to reach the mafia boss and kill him before he can harm his daughter.

### **1.2 Setting**

The game is set in present day time but in a fictional world. The city will have regular sun eclipses which will cause darkness to fall during some sequences.

### **1.3 Mindset**

Angry and thrilled

## **2. Mechanics**

### **2.1 Gun Mechanics**

All guns will have:

1. Recoil. This recoil will be random.

The recoil will be random and will not be a pattern. This recoil can be controlled by short bursts.

2. Spread

The bullet spread will be random and will affect overall weapon accuracy. Range will effect accuracy. *This will not effect the sniper rifles.*

3. Rate of fire

All guns, except the AWP will have a rate of fire. This rate of fire will effect the number of bullets per minute the gun fires.

4. Damage Model

All weapons will have a consistent damage model of exactly 20 hp per hit. Only the sniper rifles will be a 100 hp per hit damage.

## 2.2 Loadout Mechanics

The player will be able to select his/her loadouts during the end of each level or from the main menu after level has been selected. The following are the rules.

1. A player can only select a combination of 2 guns.

This means that the player cannot carry more than 2 guns at a time per level. The selection has to be made at the start of each level.

2. Only 4 attachments are allowed per gun.

The attachment details, types and usage will be covered in **Article 10**.

3. Weapon Cache allowed at the end of each level in a 3D weapon cache box.

A complete 3D cache box will be available at the end of each level. This weapon cache will be consistent so that it can be used anywhere.

4. UI Textures Over Fully Rendered High Resolution 3D Models.

The UI textures and buttons will be used to call weapon cache functions and will be rendered over fully rendered high resolution 3D objects inside the cache. The camera will be zoomed into the weapons at about 60 degrees with a slight sway animation to maximize realism, as if the player is looking through the protagonist's eyes.

## 2.3 Movement Mechanics

The movement will always be on rails and be heavily animation dependent. Most movements and actions will be accompanied by full animations. To achieve this, we may need to have a separate game objects for animations and another for the actual player.

## 2.4 Cover Mechanics

The player will be able to pop in and out of cover. Areas that are good for taking cover must be fully utilized. For regular guns, the player can pop out of cover using 1 button labeled 'Cover'. The camera will switch to third person view when the user has clicked the cover button. A full getting into cover animation from third person view will be played. For sniper rifles, popping out of cover with iron sights will slow down time by 50% for 5 seconds.

The cover system must be extremely useable. The following are the rules:

1. The user can free look while in cover. The 3<sup>rd</sup> person camera will allow look in all directions, but the camera will retain the position of the 1<sup>st</sup> person camera when the Cover button was clicked.
2. The user can observe enemies from cover.

3. Enemies must be visible while in cover.
4. The user will take only take 2-3% damage from bullets with a hit chance of only 30%. The same goes for ballistic damage taken from rockets.

## **2.5 Death Mechanics**

If the player's health reaches zero, then he will die. The death will be a single animation in which the camera will simply fall backwards, similar to a knockout. The camera will be tilted slightly forward, at an almost 60 degree angle. The entire animation should be no longer than 0.5 seconds.

After the animation ends, a blood should cover the screen and the screen should fade out. The game over screen should appear after that.

## **3. Controls**

### **3.1 Free Look Controls**

The user will be able to drag on screen for free look. For this reason, a look sensitivity slider must be available at all times within the pause menu. The user will use this function to move the crosshair and the gun model with it.

### **3.2 Cover Controls**

The player will always start each sequence by being in cover. The player can look around the level using the 3<sup>rd</sup> person view camera. A player will always be given a button to get back into cover once out of cover.

### **3.3 Fire with Iron Sights Logic**

The user will be able to look through sights during any point in a gunfight. The user will be given a button to fire from sights. Unlike other FPS shooters, there will be button to look through sights and fire with the button held. This will eliminate the need to toggle in and out of sights mode.

In the options menu, an option for toggle sights and sight fire mode will be given so that users will be given a choice.

Firing from iron sights will reduce the recoil and spread of the weapon by a massive 35%.

### **3.4 Hip Fire Logic**

The user will be able to fire his/her gun from hip. This will mean that the gun's stats will be in total effect and no compensation will be made. A button will be given to fire from hips. If a user selects the option to toggle in and out of sights, then the hip fire button will appear as a normal shoot button.

## **4. Progression**

### **4.1 Level Progression**

The game will use a simple level progression system. Once all the enemies from all sectors of the level will be eliminated, the user will be able to progress to the next level. Since the loading will be seamless, the user will be given the weapon cache box at the end of each level. This weapon cache sequence will mean that the level has ended. The name of the level will appear at the end and will state that it has been completed, similar to a mission complete label.

### **4.2 Player Progression**

The player progression will totally be in the user's hand. If he/she decides to spend money on weapons, then only will the player character get stronger and more powerful. Otherwise, the player will remain as he/she is. The player will have absolutely no experience, star or leveling up system.

### **4.3 Seamless Progression**

The player will transit from one level to the next with hidden loading. The weapon cache at the end of each level will be the time when the assets of the next level will load. The weapon cache will obstruct the view of the user so that the loading is not at all noticeable. At the main menu, the user will be able to select a level, which will be like a starting point. Each level will have a starting point therefore. This is to ensure that the user does not need to play the entire game again.

## **5. AI**

### **5.1 Ground Enemy AI**

The following are the rules for the ground enemy AI:

- The ground enemies will be able to take cover, but cannot shoot while in cover.
- They will stay in cover for a fixed time period.
- They will react to being hit.
- They will react to other members dying.
- They will react if they manage to kill the player.
- They will throw grenades if the player stays in cover for too long. The grenade will instantly kill the player.
- They will shout before throwing a grenade.
- All ground enemies will have a 20% chance of hitting on the player. Only heavy troops will have a 10% chance of hitting the player.
- All enemies will have massive blood splatters when they get hit or die.

#### **5.1.1 Ground Enemy Types and Ranks**

### 1. Regular

These will carry 100 hp. They will use pistols. They will inflict 5hp damage per hit

### 2. Riflemen

These will carry 150 hp. They will use AK 47. They will inflict 10hp damage per hit.

### 3. Armored Goons

These will carry 200 hp. They will use M4s. They will inflict 10hp damage per hit.

### 4. Heavy Troops

These will carry 250 hp. They will use Rockets. They will do 50hp of ballistic damage.

### 5. Snipers

These will carry 100 hp. They will use Sniper Rifles. They will inflict 50hp damage per hit.

## **5.2 Ground Vehicle AI**

The following are the rules:

- Ground vehicles can be destroyed by either killing all the enemies inside or damaging the vehicle itself.
- Ground vehicles will blow up the player's vehicle within a fixed amount of time if not destroyed within that time.
- Ground vehicles will have fixed waypoints.
- Ground vehicles will not collide with player's vehicle.
- Only 2 ground vehicle can appear at the time.
- All vehicles will have enemies carrying rifles.
- Enemies within vehicles will have 150 hp.

### **5.2.1 Ground Vehicle Types and Ranks**

- Cars

These will carry 400 hp. Armed men will shoot from sides and sun roof. 4 armed men will be present.

- Off-road SUV

These will carry 600 hp. Armed men will shoot from the sun roof. Only one enemy can shoot at a time from the sun roof. If he dies, another enemy will replace. Vehicle will carry exactly 4 men.

- Sports Car

This will carry 500 hp. An armed man will shoot from the side window. 1 armed man will be present.

### **5.3 Flying Vehicle AI**

The following are the rules:

- The vehicle will have fixed waypoints.
- The vehicle will move realistically. It will rotate, tilt and hover like a real air vehicle does.
- It will fire during certain fixed time periods of its flight.
- It will move and follow a certain waypoint after completing its firing sequence and return and fire again.
- The bullets that the vehicle fires will be visible and will collide with objects. The bullets will have complete bullet behavior.
- The muzzle flashes and gun noise will be completely realistic and only occur when the vehicle is firing. The muzzle flash will not occur when the vehicle is about to turn to fire.
- The player can destroy the vehicle by attacking its engine components.
- The player can make the vehicle abort its attack by killing all gunmen present inside.
- The player can cause the vehicle to immediately crash if the pilot is taken out.

#### **5.3.1 Flying Vehicle Types and Ranks**

- Helicopter

This will carry an hp of 500. It will have one armed man sticking out one of its sides. He will fire at the player.

- Gunship

This will carry an hp of 800. It will have no armed man. It will attack the player using a minigun mounted on its nose.

- Assault Chopper

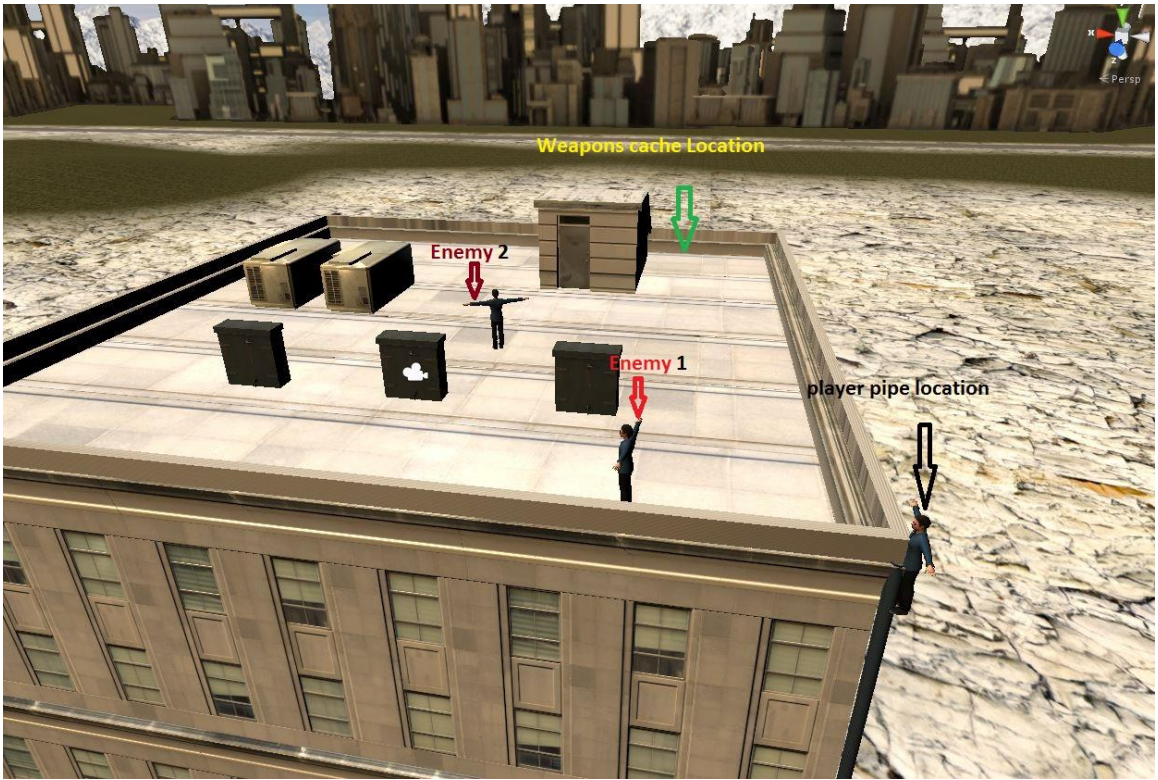
This will carry an hp of 1200. It will have no armed man. It will attack the player using a minigun mounted on its nose and rockets mounted on its wings. Pilot cannot be attacked.



## 6. Levels

### 6.1 Tutorial Level







At the start, the player will be dropped at the side of a very tall building. He will then need to make his way up to the top of the building using a water pipe on the side. We can use a complete fade in and fade out system to completely hide the pipe climbing to hide low resolution textures if required. Here is how the level will play.

1. The player will start climbing on top of the building using a water pipe on the side. During this sequence, he will be constantly talking to his assistance through his earpiece. If the black out system to hide the climb is used, then the conversation will take place during the black screen.
2. The player will spot a guard on the roof by looking over the top of the wall. The tutorial will start as follows.
  - The player's gun will be visible and the assistance will ask the player to kill the guard on the roof.
  - The player will then be tasked to take bring his crosshair on the guard. The text on screen will display "Drag thumb on screen to move crosshair and bring it on the guard".
  - Once the player gets the crosshair on the guard, the aim will lock and the shoot button will appear. The text on screen will state "Press this button to fire your gun."

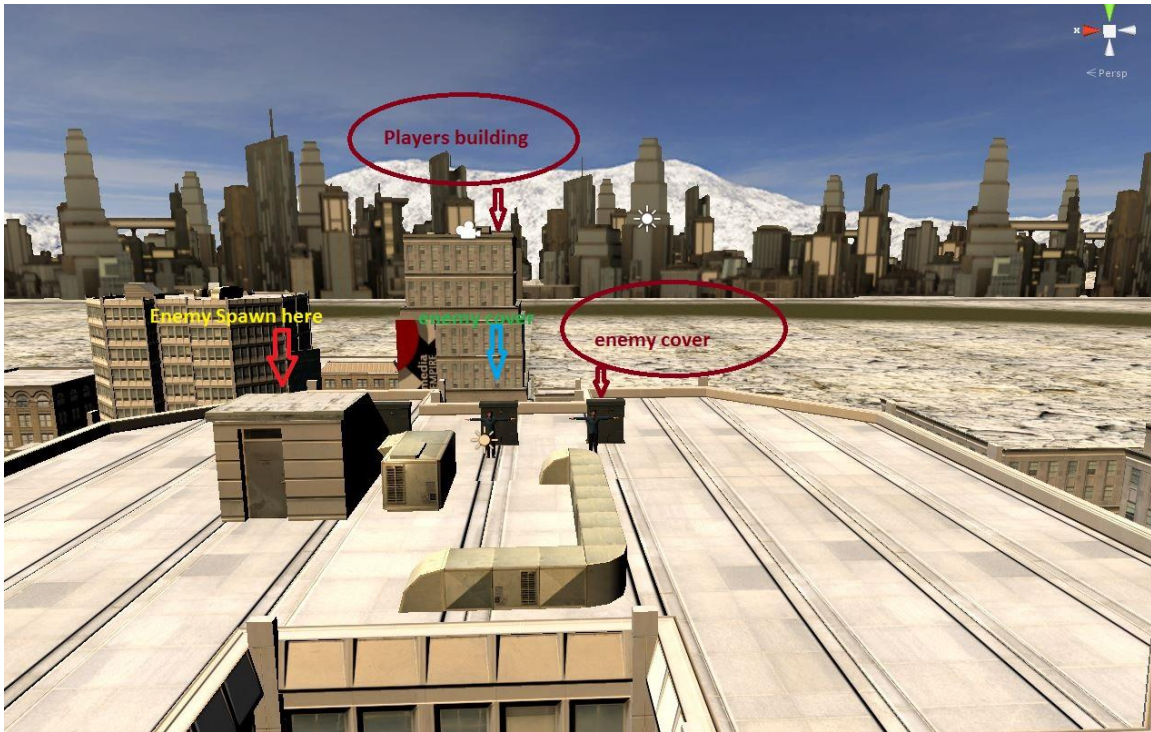
- Once the guard drops dead, the player will move to the roof after spotting another guard on the roof.
- While in cover, the player will be introduced to the come out of cover with iron sights or hip aim system.
- Once the player chooses one of the options, he will be tasked to move crosshair or sights on the enemy. The shoot button will appear as soon as the crosshair is on top of the enemy, so that the player can shoot. A slight hint sound will be played when the shoot button pops.
- The player will then move to the weapon cache sealed inside a wall on the roof.
- At the weapon cache, the player will be told to attach a comfort grip to his pistol. He will then be told to unlock the AWP. Please note that the player will be given the money to unlock both the AWP and the comfort grip at the start. This entire sequence is a tutorial to get the player acquainted to the weapon cache system.

## 6.2 Levels



It is assumed that the player is always taken to the weapon cache at the end of each level.

### 1. Death From Above



Recommended weapon is AWP stock.

The player takes a sniper rifle from the weapon cache. The basic sniper rifle will be unlocked by default. Because it is not silenced, the player will fail the level if he misses, instantly.

The player will then target the drug dealer on the adjacent building. If he is successful, in killing him, then guards will appear on the rooftop of that building. If he misses, the level will fail as the drug dealer will escape. The guard that will appear on the roof will fire and the player will need to take them out. Here are the rules:

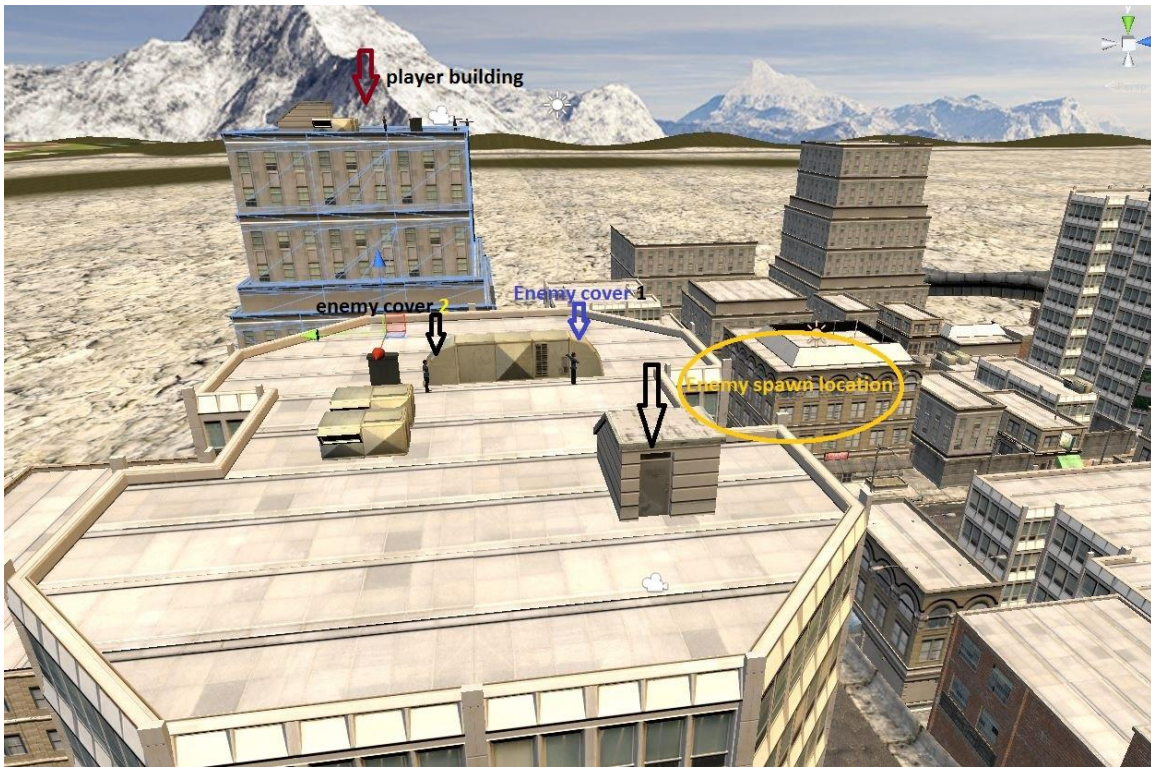
- Only 2 enemies can appear and engage the player at a time.
- There will be a total of 16 regulars.
- After 2 enemies are killed, more will appear at the roof, but they will always be two.
- This sequence will repeat a total of 8 times.
- The level will end after all enemies are killed.
- The player will need to eliminate all enemies within 3 minutes. This time will be displayed in the HUD.

The player will return to the same weapon cache that is on the roof at the start.

Failure Conditions:

- Player dies due to gunfire.
- Player fails level as he took too much time to neutralize all enemies and one of the dealers escaped quite far.
- Player misses the shot on the drug dealer.

## 2. A Not So Clean Escape



Recommended Weapon: UMP 45 with Muzzle Brake

Gunmen will appear on the roof of the building right next to the player. The mission is to eliminate them. The player will hide behind cover and take them out. There will be plenty of cover options and areas that will be used by the enemies. The player will move to the next cover only after the first 6 enemies are killed. Here are the rules:

- A total of 12 enemies will appear on the roof. 6 will be regulars, and 6 will be riflemen.
- The player will move to the next cover area after killing the first 6 enemies.
- Only 2 enemies can appear and engage in combat at a time. After the 2 are killed, more will come to replace them. This process will repeat until all enemies are finished.
- Enemies will use most of the cover areas. There should be plenty of cover areas in this level to keep the game very interesting.

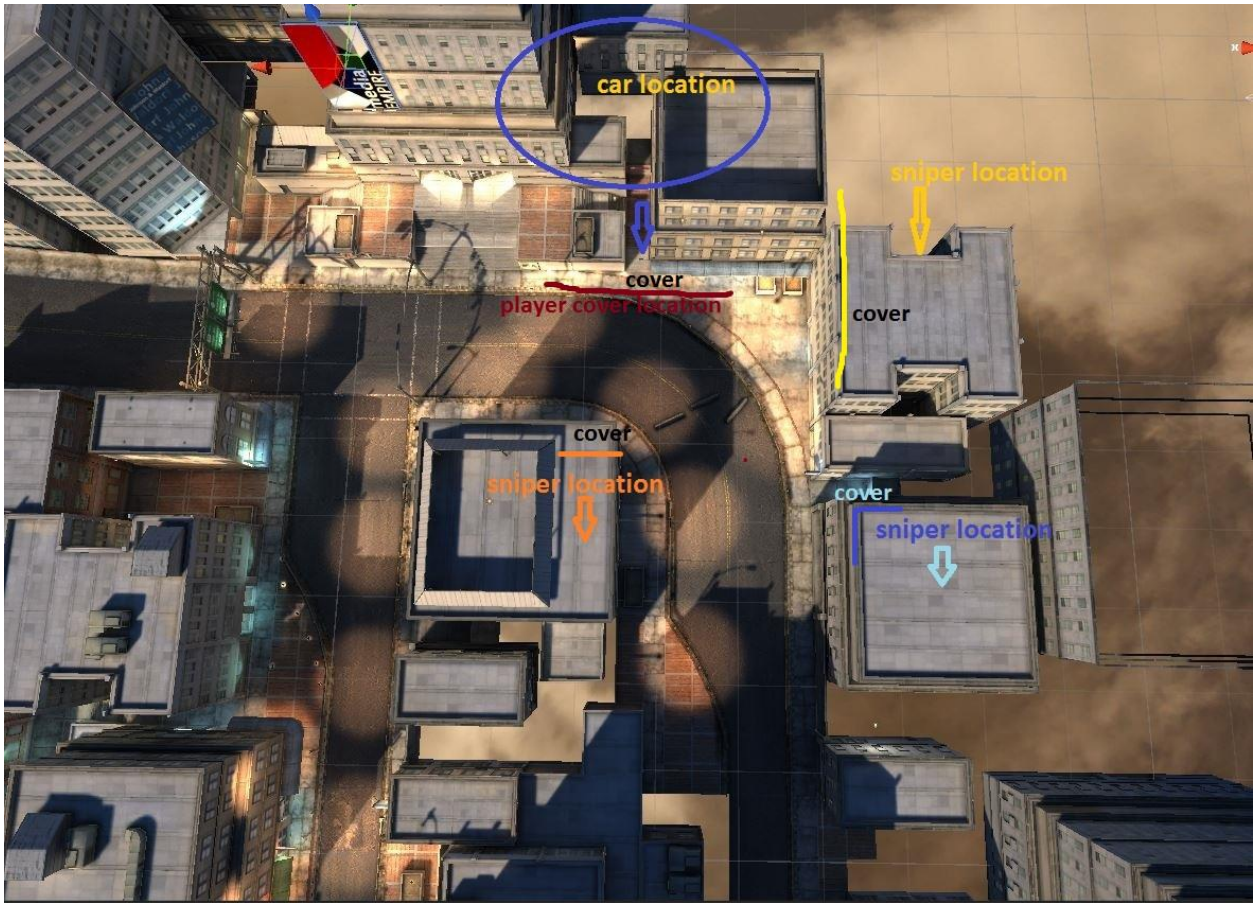
After all enemies have been defeated, the player will decide to take the pipe to go back down. This entire sequence will not be shown. The player will only approach the pipe, and the screen will fade out. When it fades in, the player will be at ground level. Here, he will approach his car with a driver at the driver's seat and move to the trunk. The trunk will open and a weapon cache will be inside it. The weapon cache can also be placed at the side of the car as an alternate scenario.

Failure Conditions:

- Death by gunfire
- Death by grenade.

### 3. Cleaning the Route







Recommended weapon: AWP with enhanced scope.

As the player is about to enter the vehicle, he hears the sound of a gunshot and a bullet hits his car. At this point, the player understands that there are enemy snipers on top of buildings. The player must take out all the snipers out without being killed. The rules are as follows:

- Only 3 snipers can appear at different locations.
- Only 3 snipers will be visible and attack the player at a time.
- The player will need to kill 6 snipers to pass the level.
- The snipers will fire after an interval of 5 seconds.
- The player will need to time his peek in order to successfully take out the snipers.
- The location of the snipers will be indicated by either lens spark or red arrow to make the game easier for the user.
- A player must be able to kill the snipers with regular guns, in case he/she doesn't have a sniper rifle in the loadout.
- The player will be hiding behind a single cover area.

The player will access the weapon cache from the previous level as soon as the snipers are dealt with. After that, the next level will start.

Failure conditions:

- Death by Gunfire. Please take note that even while the player is in cover, the sniper will have a 20% chance to get a shot through even when he is in cover. This will deal 20hp damage.

#### 4. Heavy Firepower





Recommended Weapon: UMP 45 with muzzle brake.

As soon as the player gets to the side of the car, the car gets hit by a rocket. It overturns, and the car and the driver instantly dies. Luckily, the player does not get injured. The player runs to a pile of cars and peeks a corner to find people with rocket launchers approach him. The player must eliminate all the enemies to complete the level. Meanwhile, the player's assistant calls for a car and tells him that on the radio. The following are the rules:

- There will be a total of 12 heavy troops in this level. 3 enemies will appear at a time.
- The rockets will be fired after an interval of 10 seconds.
- The player will never take a direct hit from a rocket, as the heavy troops will only deal ballistic damage.
- While in cover, the rockets will still do damage. If the player stays for too long in cover, one rocket will result in instant death. This is to stop the user from exploiting the cover system.
- The user must destroy each wave of heavy troops before 30 seconds. Else, the instant death rocket will be fired.
- The first wave of enemies will appear and walk on the streets.
- The second wave will be on rooftops.
- The third wave will arrive on the rooftops at different locations.
- The fourth wave will arrive on the rooftops as well as the streets.

Once all enemies are eliminated, the player's assistant will tell him to get into the new car which turns out to be an SUV. It is already being driven by another driver. The weapon cache will be inside the SUV. This will end the level.

Failure Conditions:

- Death due to taking too much ballistic damage.
- Death due to instant rocket if wave is not eliminated within 30 seconds.

## 5. The Chase!



Recommended Weapon: M4A4 with extended magazine.

The SUV will start moving and the objective is to get to the main villain who escaped from the main building where the first level ended. On your way to his hideout, enemy vehicles start chasing your SUV and shoot. The player will have to take down all vehicles to complete the level.

Due to the extremely small environment, the cars will keep going in circles. All waypoints will be fixed and never move. Here are the rules:

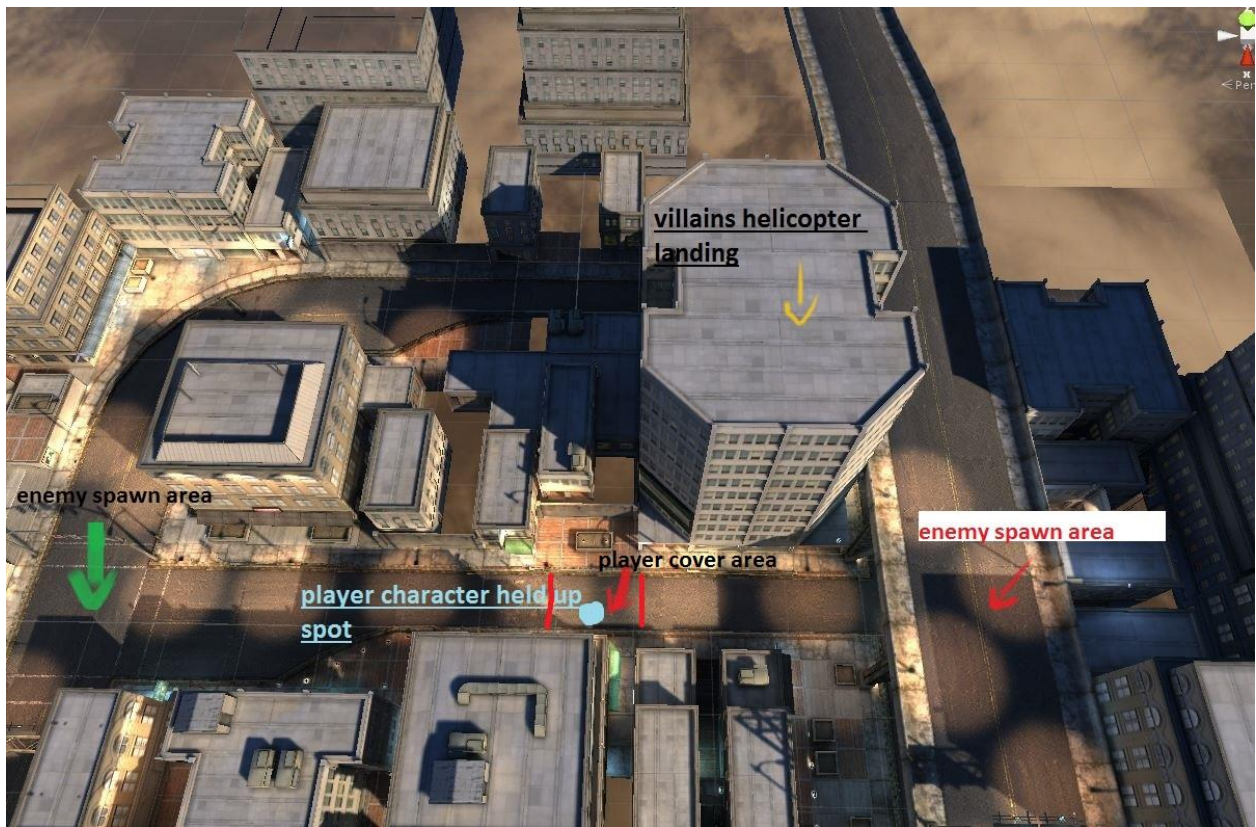
- The player will have to destroy 6 cars to complete the level. 2 cars of each type will make one wave.
- Only two cars will appear at a time.
- First car wave will be regular cars
- Second car wave will be off-road SUVs
- Third car wave will be sports car
- The gunmen will only damage the SUV in which the player is in.
- If the player fails to destroy a vehicle within 20 seconds.

After the player has taken down all of the cars, a cutscene will play. As the player is approaching the villain's building, the driver fails to spot a mine. The mine explodes and sends the car flying. The weapon cache flies out of the car and falls close by. After a brief conversation, the player accesses the weapon cache. This is when the level will end.

Failure Conditions:

- Car blows up if player fails to eliminate cars within 20 seconds.

## 6. Held Up Hard!



Recommended weapon: SCAR 20 with comfort grip

The player notices that the villain is about to leave the city by air. His helicopter is on a building close by. The player's assistant calls for a combat chopper. Unfortunately, the

chopper will take a few minutes to arrive. The player, will need to hold out until the helicopter gets there. Armored Goons will appear in waves to try to take them out. Here are the rules:

- There will be an infinite number of Armored Goons that will appear in this level
- The Goons will appear in a group of 3.
- There will be plenty of cover options for the enemies.
- The helicopter will arrive in exactly 3 minutes. After 3 minutes, no enemies will spawn anymore.
- The enemies will throw a grenade if a wave is not destroyed within 30 seconds.
- If the player is still fighting a wave after the 3 minutes are done, the helicopter will not appear until that wave is completely destroyed.

When the helicopter arrives, the player will get into the helicopter, the helicopter will throw down a rope ladder. We can use the fade in fade out system to cover the rope climb. The driver will stay behind and try to escape by road. There will be a weapon cache inside the helicopter which the player will access to end the level.

Failure Conditions:

- Killed by Gunfire.
- Killed by Grenade.

## 7. Fireworks

Recommended weapon: M4A4 with comfort grip

As soon as the helicopter takes off, two helicopters arrive and the player must engage and destroy them. The player will take position out of one of the helicopter's sides. This will start one of the many air combat sequences. Here are the rules:

- The first wave of enemies will consist of 2 helicopters.
- The second wave of enemies will consist of 2 gunships.
- The third wave of enemies will consist of 1 Assault Chopper.
- The player helicopter will have a life bar. The player must not allow the life bar to reach zero.
- If the life bar reaches zero, the player helicopter will blow up and the game will be over.

To your surprise, the assault chopper lands on the helicopter that the main villain was going to use to escape. As he is trapped, the player decides to take the helicopter close to that building and jumps on it. The weapon cache is dropped on the roof as well, which the player uses to end the level.

Failure Conditions:

- Death by helicopter crash if helicopter health depletes.

## 8. The Showdown

Recommended weapon: SCAR 20 with Extended Magazine

The player approaches the villain who is severely injured due to the blast. He pleads for his life, but the player simply lifts his pistol and executes him after he gives up information on his daughters whereabouts. As soon as this happens, the player manages to spot gunships in the distance that are closing towards him. He quickly jumps back into his helicopter and decides to deal with them. The fight starts as soon as the player is on the helicopter and it takes altitude. The fight will take place high above ground. Here are the rules:

- There will be a total of 3 gunships in total. They will attack all at once.
- Each gunship will have a cool down time of 10 seconds so that the player can have a good chance of taking them out.
- The gunships will attack the helicopter health.

If the player manages to take all of them out, then a short dialogue between the player and his assistant will start on radio, after which the helicopter will be seen leaving the city and the credits will roll.

Failure conditions:

- Death due to helicopter health depletion.

## 7. In-apps

The in-apps are designed in such a way so that they make sense and the user would want to use them in order to unlock things that he/she otherwise would by spending time. This game is by no means pay to win and the in-apps will only unlock things faster.

### 7.1 Loadout at Main Menu

The loadout button will take the user to the loadout screen. The loadout screen will display the weapon cache. The weapon cache will work exactly the same way as it does in the levels in-game.

### 7.2 Weapon Cache System

The weapon cache will be an open box and weapon slots will exist. An unlocked weapon will have the weapon present inside it. The user will first need to choose a weapon slot which can be either 1 or 2. The user can switch between weapons by arrow keys once he is taken inside the box. The user can click the equip button to select the weapon for that



loadout slot. The user will need to click the back to return to the loadout slot to choose another slot. If the user equips a weapon, the user will be taken to the loadouts slot again with that weapon in that slot.

The user will be able to click the attachments button to access the weapons attachment options. The attachments will be highlighted and the user will be able to switch between attachments using arrow keys. To come out of attachment selection, the user will need to click back to return to weapon selection mode. The purchase an attachment, the user will need to click the purchase button once an attachment has been highlighted.

### **7.2.1 Weapon Unlocking**

A player will need to unlock weapons to use them in a mission. All locked weapon slots in the cache will appear as empty slots. Once a weapon is unlocked using in-game cash, it will appear in the weapon slot, clearly visible.

### **7.2.2 Weapon Attachments**

The weapon attachments will appear as highlighted 3D objects on the unlocked weapons. The user will first need to select attachments view by pressing the attachments button that is present when the user is viewing a weapon. The user will be taken to the very first attachment with a sudden camera movement. The user will be able to switch between attachments by pressing the arrow keys.

Unlocking a particular attachment will also enable the weapon to be upgraded in that category. Upgrading will cost \$200 per upgrade.

## **7.3 Watch Video Options**

We can use the watch video option to perform the following functions:

- Watch video to gain a 200% health boost before start of each level.
- Watch video to restore health.
- Watch video to get free in-game currency.

## **7.4 Bundle Offers**

The user can only be taken to these offers if he/she clicks the flashing bundle offers icon present at the main menu. The icon will open up the bundle offer window. All bundles will have the weapons and the attachments unlocked and completed upgraded. The bundle offers are as follows:

1. Pistol Bundle
2. UMP 45 Bundle
3. M4A4 Bundle
4. AWP Bundle
5. SCAR 20 Bundle

## **7.5 Starter Packs**

The starter packs will unlock a few guns at the start. The packs are as follows.

1. Auto Weapons Packs (\$4000)

This will contain the M4A4 and UMP 45 basic weapons unlocked.

## **7.6 Buffs**

There will be total of 3 buffs offered at the pause menu while in-game only. Buffs menu can only be accessed by clicking on the buff button. The following are there names and their functions.

1. Combat Helmet

Increases maximum health threshold by 50%

2. Combat Armor

Increases maximum health threshold by 100%

3. Advanced Syringe

Restores health completely but only inside the 100 hp limit and will not refill health provide by buffs.

All of these buffs will be instantly consumed when bought and can be used once only when bought. The effect of the buff will be immediate when the button is clicked and the purchase is made.

## **7.7 Gift Box**

This box will appear at the main menu only, and once every 3 hours. Clicking and opening it will give a random in-game cash reward to the player. The rewards can be a minimum of \$500 and a maximum of \$1500

## **7.8 Daily Bonuses**

The user will be rewarded for signing in daily. These rewards will exclusively be in-game cash rewards. There will be a total of 5 daily bonuses. The user will need to sign in for 5 days consecutively and earn all rewards.

These rewards are as follows:

1. Day 1 Reward: \$1000
2. Day 2 Reward: \$1500

3. Day 3 Reward: \$2000
4. Day 4 Reward: \$2500
5. Day 5 Reward: \$3000

There will be a 24 hour gap between these rewards. The user will have to start for scratch if he fails the daily sign in requirement. The screen will stop appearing once the Day 5 reward has been claimed.

## **8. Economy**

### **8.1 Weapon Prices**

The weapons are priced according to the amount the player earns per level and per kill. The price isn't set high so that weapon unlocking becomes extremely hard. It is isn't set too low so that the player will be able to easily unlock all weapons within a short time.

#### **8.1.1 Weapon Unlocks**

The base weapon will be unlocked if the player has enough money to purchase the weapon using in-game currency at the loadout or weapon cache system at the end of each level. The following are the names with prices:

1. Pistol: Unlocked during tutorial. Player will be given \$1000 at first start to unlock it.
2. UMP 45: \$1500
3. M4A4: \$3200
4. AWP: \$5000
5. SCAR 20: \$6500

#### **8.1.2 Weapon Attachments**

##### **8.1.2.1 Pistol Attachments**

The following are the pistol attachments:

1. Muzzle Brake: \$200

Unlocks ability to upgrade damage.

2. Extended Magazine: \$500

Unlocks ability to increase ammo capacity.

3. Comfort Grip: \$400

Unlocks ability to increase stability.

4. Advanced Trigger: \$200

Unlocks ability to increase fire rate.

##### **8.1.2.2 UMP 45 Attachments**

The following are the UMP 45 Attachments:

1. Muzzle Brake: \$300

Unlocks ability to upgrade damage.

2. Extended Magazine: \$600  
Unlocks ability to increase ammo capacity.
3. Comfort Grip: \$500  
Unlocks ability to increase stability.
4. Advanced Trigger: \$300  
Unlocks ability to increase fire rate.

### **8.1.2.3 M4A4 Attachments**

The following are the M4A4 attachments:

1. Extended Barrel: \$800  
Unlocks ability to upgrade damage.
2. Extended Magazine: \$1000  
Unlocks ability to increase ammo capacity.
3. Recoil Compensation: \$1200  
Unlocks ability to increase stability.
4. Padded Trigger: \$400  
Unlocks ability to increase fire rate.

### **8.1.2.4 AWP Attachments**

The following are the AWP Attachments:

1. Enhanced Scope: \$500  
Unlocks ability to increase zoom levels.
2. Enhanced Grip: \$2000  
Unlocks ability to increase stability.

### **8.1.2.5 SCAR 20 Attachments**

The following are the SCAR 20 attachments:

1. Muzzle Brake: \$1200  
Unlocks ability to upgrade damage.
2. Extended Magazine: \$500  
Unlocks ability to increase ammo capacity.
3. Comfort Grip: \$2000  
Unlocks ability to increase stability.
4. Advanced Trigger: \$1000  
Unlocks ability to increase fire rate.

## **8.2 Money Awards**

### **8.2.1 Kill Awards**

The player will be given exactly \$50 per kill. The award will be permanent and immediately added to the player's account.

### **8.2.2 Headshot Awards**

The player will be given exactly \$100 for headshot awards.

### **8.2.3 Mission Complete Awards**

The player will be given exactly \$1000 for completing a mission.

## **8.3 Buff Prices**

1. Combat helmet \$200 or \$0.49
2. Combat Armor \$800 or \$0.99
3. Advanced Syringe \$200 or \$0.49

## **9. Screens**

### **9.1 Main Menu**

The main menu will contain the following buttons:

1. Play button.
2. Option menu button
3. Loadout button
4. More Button
5. Share button
6. Game Title
7. Gift Box Button
8. Bundles Button
9. + Button
10. Current Cash Label
11. Gift Box Timer Label (During waiting period)

The main menu will also feature the first time game start tutorial. This tutorial will feature black bars to force the user to click the buttons and go through all the screens required to unlock the first weapon of the game. The tutorial will be designed to guide the player and teach him how to:

1. Unlock Glock17, which will hopefully teach the user how to unlock weapons.
2. Take to the level selection screen
3. Introduce the user to the in-game economy.

### **9.2 Option Menu**

The options menu will contain the following buttons:

1. Graphic options High/Medium/Low
2. Master Volume Slider
3. Music Volume Slider

4. Background Music On/Off

### **9.3 Loadout Screen**

The loadout screen will contain the following buttons:

1. Back button
2. Weapon slots. The weapon slots will contain currently equipped weapons.
3. Select button

### **9.4 Weapon Cache Screen**

The weapon cache screen will contain:

1. Back button
2. Arrow keys to switch between weapons.
3. Damage Stats Label
4. Stability Stats Label
5. Fire-rate Label
6. Ammo Capacity Label
7. Weapon Name Label
8. Attachments Button
9. Purchase Button/Equip Button

### **9.5 Attachments Screen**

The Attachments screen will contain:

1. Back Button
2. Attachment label button
3. Purchase button
4. Attachment description dialog

### **9.6 Level Selection**

The level selection screen will contain:

1. Back button
2. Level Cards
3. Arrow keys to move between cards.
4. Play button

### **9.7 Gameplay Screen**

The gameplay screen will contain:

1. Health Bar
2. Crosshair
3. Shoot button
4. Take cover button
5. Aim down sights button

6. (While in cover) Get out of cover button

### **9.8 Level Complete (Prototype)**

The level complete will contain:

1. Rating stars
2. Next Button
3. Main Menu Button
4. Restart Level Button
5. Body Shot Count Label
6. Headshot Count Label

### **9.9 Pause Menu**

The pause menu will contain:

1. Main menu button
2. Restart Button
3. Quit button
4. Buff button

### **9.10 Game Over Menu**

The pause menu will contain

1. Main menu button
2. Restart button
3. Quit button
4. Watch video button

### **9.11 Low Health Screen**

The low health screen will appear if the player's health drops below 20%. The screen will contain the display the advanced syringe button. The screen will contain a label which will read, "Health is low! Use an advanced syringe right now!"

The only exception to the 20% rule will be on the sniper level, in which one shot from the sniper will trigger the Low Health Screen.

### **9.12 Screen Transition Effect**

A flash screen effect with a bullet sound will be used for the following transitions.

1. Main Menu to Weapon Slot
2. Main Menu to Level Selection
3. Level Selection to Main Menu
4. Level Selection to Weapon Slot.

### **9.13 Bundles Screen**

The bundles screen will contain:

1. Pistol/Glock 17 Bundle
2. UMP 45 Bundle
3. M4A4 Bundle
4. AWP Attachment Bundle
5. SCAR 20 Bundle

### **9.14 Tap to Start**

This screen will come right in between the video/intro and the main menu/Daily Bonus Screen. It will contain:

1. 'Tap to Start' label.
2. BG image of main menu without all main menu elements.

Tapping anywhere on the screen should take the user to the main menu.

### **9.15 Gift Box Screen**

Clicking the gift box button will open the Gift Box Screen. It will contain a gift box. It will contain an animated bullet hole button.

Clicking the Gift Box Screen will cause the gift box to be shot in a cinematic fashion. A flash transition will occur. After the flash transition has ended, a gold bar image will appear with a label that will tell the user about how much cash he/she has earned through the box opening.

### **9.16 Daily Bonus Screen**

The Daily Bonus Screen will contain the 5 Daily Bonus Cards. Please refer to article 7.8 for Daily Bonuses. This screen/window will be automatically drawn when the user signs in/boots application after a 24 hour gap.

### **9.17 Starter Packs Card**

This card will be part of the bundles label.

### **9.18 Gift Box Timer**

This will be a graphical label. The Gift Box Timer will show the time needed for the next gift reward. It will show when the user has consumed a gift. It will be a countdown timer that will start from 3 hours.



## **9.19 Recommended Weapon Screen**

The recommended weapon screen will only show if the user does not have the recommended weapon equipped with the necessary attachment in a slot. It will show up if:

1. The user clicks Play Game from Level Selection and does not have the recommended weapon with the recommended attachment in a slot.
2. The user clicks the Next Arrow at the Weapon Cache Screen at the end of each mission if the user does not have the recommended weapon equipped with the recommended attachment in a slot.

The format of the text on the screen will be, “The recommended weapon for the next mission is X with attachment Y. Are you sure you want to continue without it?” where X is the name of the weapon and Y is the name of the attachment.

## **10. Music**

### **10.1 Main Menu Music**

Cinematic light music. Ref. Metro Last Light Main Menu Music.

### **10.2 Gameplay Music**

#### **10.2.1 Background Music**

The music will be heavily beat themed. The beats will be light.

#### **10.2.2 Action Sequence Music**

The music will be the same as background music. The beats will only be harder.

#### **10.2.3 Battle Music**

The battle music will be similar to Doom BFG Division.