

## TACTICS CORP

### Sales Pitch

Tactics Corp is an isometric, turn-based cyberpunk mission game with easy-to-understand mechanics and loads of short levels. With no randomization and a variety of ways to approach any problem, Tactics Corp is a blast for players that love to plan and execute, and do it their way, for 5 minutes or a few hours at a time. Tactics Corp is perfect for any PC, console or touch-interface device.

### Team Pitch

While Tactics Corp features several character classes with unique abilities, each mechanic is very simple and should not require complex systems to support. The game is turn-based and does not require physics. FX and Animation systems can be very basic. The fun of Tactics Corp lies in levels, providing the challenge, grind and exploration opportunities.

With a bare minimum of features Tactics Corp can retain its core vision and remain fun, but it is also highly expandable with content for additional art, level design, and scripted design.

The simplest version of Tactics Corp is a free-to-play game supported by advertisements. With more connectivity support, Tactics Corp can benefit from social connectivity, sharing team members with friends and PVP battles. The business model can expand for micro-transactions allowing for cosmetic upgrades and purchasing game currency.

Due to the variety of devices for which Tactics Corp would be a viable product, it would be built on Unity 3D, featuring a low-fi and cute art style (like Lego), delivering on theme and expression first.

### Core Mechanics

#### *Turns, Sight, Actions and Movement*

Each standard character can perform two actions per turn. All characters on the same team can perform actions in any order. Standard characters can take a Move Action to travel 4 Squares. Actions can be forfeited. The turn is over when the whole team has no Actions left.

Standard characters can see 7 Squares which is shared to the whole team.

#### *Defeat*

Dungeon Tactics has no concept of HP. Successful Attacks against characters cause Defeat. Defeated characters are casualties and cannot take actions. Class abilities may prevent or reverse Defeat.

#### *Team Management*

Between levels, the player can recruit, organize and upgrade their roster of mercs. Note: If a more linear approach is desired, no team management would be needed and mercs don't die permanently.

### Core Systems

#### *AI*

The game can be fun with simplistic AI for enemies, but Designers will need the ability to script a variety of enemy behavior to keep each challenge feeling unique as they create more and more levels.

#### *Pathfinding*

The environment and characters must be able to block movement, sight and abilities. The player and AI must be able to navigate blockages intelligently. Without a physics system, the game must gracefully resolve pathfinding and line of sight to provide logical and self-evident options to the player in the UI.

## Content

### *Character Classes*

Each character class is highly specialized and has a unique appearance. Purchasable class upgrades enhance their battlefield role. Upgrades can be purchased in any order, but get more expensive with each purchase on a single merc. At the end of a level, Defeated mercs are removed from the roster permanently. New recruits of any available class are free of charge.

**Tech** – The game's hacker class. Starting abilities:

**HACK** : ACTION – Disables doors or traps attached to target console within 1 Square

**FIX** : ACTION – Repairs a Defeated robot within 1 Square, giving control of it to the Tech's team

Class Upgrades:

**REMOTE** : UPGRADE – HACK can be used in a 6 square radius, line of sight not necessary

**JAM** : ACTION – Stuns any robot target within 4 squares so that it cannot take Action next turn

**BYPASS** : UPGRADE – The Tech can now FIX robots that are not Defeated

**OVERLOAD** : ACTION – Adjacent console or robot explodes next turn, defeating all in 1 square

**BUG** : ACTION – Places a device adjacent to the Tech from which he can see, HACK and FIX

**DETECT** : ACTION – The Tech can see visible and hidden targets for 15 Squares until next action

**Enforcer** – The game's soldier class. Starting abilities:

**BLAST** : ACTION – Attack that Defeats a target between 1 and 6 Squares in a straight line

**POWER ARMOR** : ABILITY – The enforcer can resist 1 Defeat each turn

**JOCK** : ABILITY – The enforcer can move 5 squares instead of 4

Class Upgrades:

**SMARTGUN** : UPGRADE – BLAST can now hit targets up to 8 Squares away

**POWER AMMO** : UPGRADE – BLAST now Defeats all targets in its line of fire

**FORCEFIELD** : ACTION – POWER ARMOR creates a 1 square radius Barrier until next action

**AGGRO** : ACTION – Enforcer attacks an adjacent target, gaining +1 Action if it is Defeated

**GUSTO** : ABILITY – The Enforcer can now take 1 Action for 2 turns following Defeat

**GRENADE** : ACTION – Throws a grenade 4 squares within a straight line. Explodes after 1 Action, Defeating any in a 1 Square Radius.; Does not count as an Attack

**Doc** – The game's medic class. Starting abilities:

**DETAIL ORIENTED** : ABILITY – The Doc can see 9 squares instead of 7

**JUICE** : ACTION – The Doc revives target Defeated Merc within 1 Square

**PUMP** : ACTION – The Doc grants +1 Action to target Merc within 1 Square

**TRANQ** : ACTION – The Doc stuns any target Merc within 1 Square, preventing Action next turn

Class Upgrades:

**SERUM** : ACTION – The Doc attacks target Merc within 1 Square, switching its teams for 1 turn

**DARTGUN** : UPGRADE – JUICE, PUMP, TRANQ and SERUM can now hit targets within 3 Squares

**SELF-MEDICATE** : UPGRADE – The Doc gets +1 Action permanently

**GAS BOMB** : ACTION – Places a bomb within 1 Square that will detonate after 1 Action. All within 2 Squares are Stunned and can't act next turn; Gas goes through FORCEFIELDS

**IMMUNITY** : UPGRADE – TRANQ, SERUM and other chemical attacks do not affect the Doc

**HARVEST** : ACTION – The Doc destroys target Merc Body within 1 Square and gains Loot

**Other class ideas include a Spy that can pass as an enemy's ally and a Psionic capable of teleporting.**

## *Level Content*

### **Level Objectives**

Levels are intended to provide a short (5 – 15 minute) playground for the player's team to explore, kill and loot. Most game time will come from player decision making about mitigating risk and maximizing reward. Each level has an entry point for the team, and an exit point (which may be the same point, assuming there is another objective on the level). The team may need to retrieve special loot, assassinate a VIP, or simply survive until they reach the exit to accomplish a level's goals.

### **Narrative**

Tidbits of story content may occur on each level, revealing the player's greater purpose and the stakes of their task. The narrative could be serious in tone, or play off the art style with a goofy plot. Enemies or mercs in the team may have their own stories and personalities, increasing depth and charm.

### **Combat**

Combat choices in Tactics Corp are likely to be swift and satisfying to execute. Enemies will be pre-placed by designers as fodder. These enemies may replicate player classes, or may have unique / hybrid / unlockable classes that the player must learn about and adapt to as they fight. Designers will also set up ambushes, gauntlets or spawners to encourage the player to seek out lower risk solutions.

### **Puzzles**

Designers may use simple trigger scripting to allow for heist-style puzzles, including a trap that must be deactivated through a switch-puzzle, secrets accessible only by completing a fetch sequence, arranging the team on ID scanners, etc. This would be highly encouraged as a way to break up the grind of combat.

### **Exploration / Loot**

Areas accessible by optional classes (EG keycard doors) can provide the player with stuff to hunt down. In addition to finding potentially more game currency (used to upgrade the team members), additional class / ally unlocks, narrative bites and alternate paths may largely be accessed off the main path in a level.

### **Rating**

Based on the quantity of loot / secrets available in the level, and the amount of player Defeats, each level may have a rating (like Angry Birds) encouraging players to replay for a better score or to find all the loot. The player may receive a bonus for having a certain rating across a certain set of levels.

### **Tilesets**

Additional tilesets provide a visual difference for the game that also cues the player into new mechanics they may be encountering. This may be heightened security, new enemies with new behavior, new unlockable classes, or different types of puzzles. Tilesets are a great way to give milestones to the player as content is divvied out across the game's levels, providing a sense of progression, and in some way reminding the designer to change up the gameplay experience.

### *Story Idea*

You command a small underground rebellion, seeking to curb the power of megacorporations that have taken over civilized society. You begin small, completing objectives that turn the local Corp cops away from your work, eventually working up to weaken their grasp on local commerce. You will discover greater scheme leading to immoral genetic research and testing, weapons development, and ultimately greater power being given to those in control. You lead merc teams to rescue important insurgent members, gather critical and damaging data against the megacorporations, and shatter corporate alliances.

Tactics Corp delivers a typical, but not enough told, tale of the cyberpunk genre, featuring a ragtag group of daring revolutionaries changing the world in a dystopian technologically dominated future. It is accessible and introductory to the genre. It will highly enjoyable by those who are familiar with the genre, but ignorable by those who don't care.