

UNDER SIEGE

A game concept by Pavel Černohous



Overview

GENRE

First Person Shooter with action adventure

ENGINE

Unreal Engine 3

SETTING

A modern city under siege

PLATFORMS

PC, PS3, Xbox360

RATING

M (For violence and Strong language)



Dangerous zone: Run or R.I.P

Game overview

We become used to live in the world of peace and safety where even the weakest and poorest of us are provided with enough food, water and medical attention. But in human history the war is never too far and while some die fighting on the front, others try to survive in their homes.

Experience one year, from winter to winter, in a no man's land- a city under siege of enemy forces, abandoned by government and cut out of all supply from outside. Witness humanity in it's rawness when ordinary people gradually turn into uncivilised remorseless beings with different survival strategies when fighting for shrinking resources.

Start as a solitary survivor, find yourself a group and as a leader instil it's spirit and ways of doing things. Build a base for a group, defend it, upgrade it but be prepared to leave it if necessary. Maintain morale of the group, provide supplies and ensure survival of the group until the city is liberated and even after until the order is restored.

Key features

MATURE AND GRITTY STORY

Mature and gritty story with great depth and expertly written characters combined with uncompromising mood of the society gradually falling apart will carve a deep scar in memory of the Player.

Player himself will have influence on the story by morally ambivalent decisions which affect his group and lead to one of multiple endings.

DYNAMIC SEMI-OPEN WORLD

The city is under slow but constant change. As the siege last a seasons change, starting with winter and ending with winter as well. Occasional bombarding changes the face of the city even further and the longer the siege last the more hostile environment it becomes.

The city is divided into many blocks controlled by various groups and gangs. Player can freely move within the block of his own group and take missions in the blocks of rival groups in direct neighbourhood. Few blocks from him is a war front which moves as the game progress, forcing Player's group and other groups to find a new base deeper in the city, often failing and dying in the attempt.

VARIED NONLINEAR GAMEPLAY

Gameplay stands on 3 pillars: **combat**, **leadership** and **exploration**. Combat is represented by shootouts, hand to hand combat and stealth. Leadership in game is based on making choices relevant to maintaining group morale, choosing the missions to achieve current objectives and leading combat actions with system of orders. Exploration is interaction with the environment and people within it and results in gaining material for the group, essential pieces of information for the missions or deeper understanding of the story.

Hand in hand with semi-open world and group managing goes nonlinear gameplay. Based on actual needs of the group Player decides which missions to take and what group members to take with him. Each member of the group with his/her unique skills and stats contribute to different strategies how to finish taken mission- from direct brute force attack to stealth approach.

EXCITING MULTIPLAYER

Multiplayer is a key feature of any modern shooter and Under Siege is no difference. Several multiplayer modes based on both everybody vs everybody and group vs group models provide hundreds hours of fun.

Gameplay features

1 COMBAT

1.1 Shooting

In most shootouts Player has one or two wingmen he decided to bring on the mission in the base. He has limited means how to control them by commands through walkie-talkie.

Shooting gameplay allows to use covers in similar way to Killzone series. The tools are long ranged weapons (rifle), mid range weapons (automatic gun), short range (shotgun) and various explosives, mostly improvised (molotovs, grenades etc.).

1.2 Melee

Close combat is a complement to a fighting arsenal used as a last resort how to attack enemy or as a part of stealth gameplay. Neither the Player nor the group are highly trained fighters but they know how to punch, kick or use the surrounding. Fights are short and brutal. Player can use fists and several melee weapons, mostly improvised.

1.3 Stealth

Enemy AI has ability to see and hear Player and several modes of behaviour Player can use to his advantage. This way he can sneak behind the enemy and break his neck or just knock him down for further interrogation.

2 LEADERSHIP

2.1 The base

The fundamental condition of survival is a place to sleep and stock your material. That's the base. Fortified and guarded by your armed group while you are on the mission for food, medicaments, whatever your group needs right now. But it's not just a base, it's also its surroundings that matters as it is your turf you need to protect to be safe. Everything outside of your territory belongs to rival group and is to be considered dangerous zone as you neighbors might be or might be not on good terms with you.

The base is the place you set on the missions from. You pick your wingmen from the group based on their particular abilities and the way you want to go through the mission. Here you also choose your equipment for the mission - primary and secondary weapon, ammo, special equipment etc.

2.2 The group and group morale

Player starts with just one ally - his best friend Joachim. Together they try to survive first moments of chaos, looting and robbing. But just a two guys, however resourceful and armed, can't survive such hostile environment on their own. They find themselves a group of people who can benefit from what these two can bring to them and start working together on the survival.

Just newcomers still they gradually gain respect of the group and finally the Player character becomes a leader of the group. As such he is responsible for maintaining the group morale, health and wellbeing. Each member of the

group has personality, flaws and unique skills. Different members of the group have different condition and threshold before breakdown and Player is responsible for keeping all the members in the group balanced and ready for action.

Morale of the group influences how fast the resources are spent (group with high morale has a better discipline of spending them), how well they fight and perform their duties. If member of the group breaks down it paralyzes whole group and must be either re-moralized or disposed.

Morale is influenced by **security, health** and **respect**.

Feeling of **security** depends on the state of the base, number of members able to actively fight and weapons/ammo supply.

Health depends on food stock, health water supply, medicaments stock and whether the individual is injured or not.

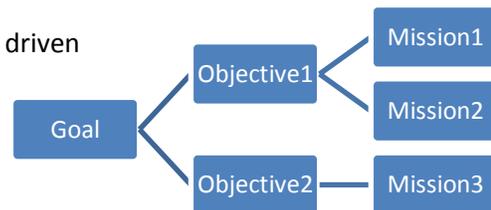
Respect is both feel of being respected respect to the leader. Respect to the leader depends on leader's actions which some of them increase respect while others damage his reputation. Respect of the individual is based on how often is he or she asked to be part of some difficult operation.

2.3 Missions

The pivotal location of the gameplay is your base which can be anything from hole you dug in the debris to hide from the looting gangs to a big house you've found with your group and fortified it.

From the base you plan your missions in several city districts according to current needs of the group be it coming from the events happening in the story or from the supply and/or group morale shortage.

Game is divided into 12 months of the year, each month has its story driven ultimate goal Player needs to achieve. Each goal consists of several objectives that complement each other or are condition of each other. Objectives are met by completing missions.



Example:

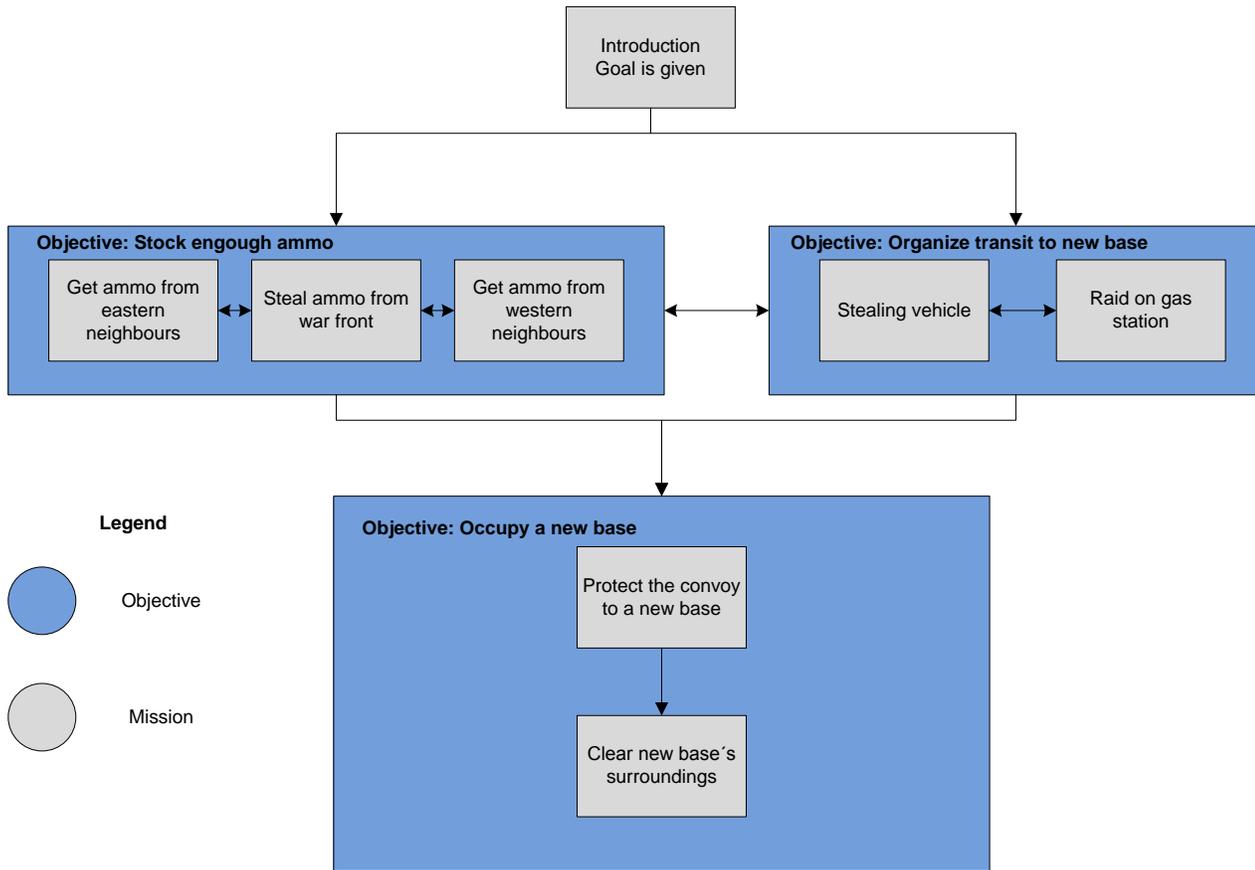
At the beginning of the month Player finds out that the war front got dangerously close to the base and the group needs to move to a new one- a former house of one of the group members. Moving into the new basement is a ultimate **goal** of this month.

To be able to move to a new basement a several **objectives** needs to be met:

- **Stock enough ammo**- group needs to protect itself while moving to the new location as well as they'll have to secure the new base's surroundings and clear it from rival gangs
- **Organize transit to a new base** – group doesn't have enough people to carry all group's material on their back and they need to be able to fight so some vehicle and some gas to it is needed.
- **Occupy a new base**- once previous objectives are met a new objective consist of two missions- to protect the convoy of the vehicle slowly driving in the ruins of the city and few carriers as well. Once on the place a surrounding of the new base needs to be secured and several attacks of other groups needs to be fend off.

Each objective represents one or more missions. For example part of the ammo quota can be obtained from rival group, another part can be found in several side quests, nearly all of it can be stolen from the war front which is highly risky mission. It's up to Player how he chooses to find enough ammo to meet his objective.

The whole structure of example can look like this:



Objective/mission examples:	Interesting mission environments examples:
Raid for food/water/antibiotic/ammo supply	Mall- for the looting at the beginning of the siege
Defence of the base against rival gang	City Zoo (most animals are already eaten)
Rescue mission of the kidnapped member of the group	Swimming bath
Buying/selling on the black market	Police station
Escape from captivity and finding way back to base	Kinder garden

3 EXPLORATION

3.1 World interactions

Game world will be constructed in a way that supports exploration and influencing the environment. Player can reveal hidden places through wandering around, interaction with environment, usage of items etc.

Some features used for exploring:

- Contest for breaking inside doors, prying open grids, horizontal/vertical climbing, ladders etc.
- Moving objects, picking them up and building way up out of them
- Opening drawers in furniture
- Reading journals, notes etc.
- Spying on rival groups to find vital information for missions and side-quest

3.2 Dialogue/Interrogation

Player can interact with NPC through reasonably branched dialogue trees as well as he can interrogate captives from rival groups or gangs. These dialogues can reveal useful information used in other dialogues, missions, side-quests etc.

4 MULTIPLAYER

Multiplayer is combat heavy with elements of leadership and exploration less important yet present. These are few possible multiplayer modes of Under Siege:

Dead-match

Obligatory classic, group of players are thrown into dead-match arena and may the best win!

Base takeover

One group of player are holding their base against other group. For attackers the winning condition is to break inside the base, find the central room and hold it for a given time. For defenders the winning condition is to hold the house and prevent attackers to get to the central room until the time limit is up.

King of the castle

Modification of previous mode. Once attackers take over the base, they become the defenders and defenders start to spawn outside the house being attackers now. The winner is the group holding the base after the time limit is up.