

# Clash of Nations



**Name:** Clash of Nations

**Genre:** RTS

**Setting:** World War II

**Story:**

"Clash of Nations" is a 3D strategy game set in the Second World War, with two clearly differentiated playing parts, where the main goal for the player is to win the war with the help of his allies, so a change in the course of WWII History can be accomplished by assuming the role of an important and historic character: a "War Leader".

**Features:**

- **Combines a sophisticated Manager part with dramatic RTS battles** providing a great variety of game mechanics (resource and building management, diplomacy, R&D, special missions,...).

- **3D Terrain & Terraforming effects.** The game has a completely 3D terrain. All units follow the curves of the terrain while moving. The heights influence the gameplay significantly as the units on heights have an advantage of larger sight range and fire range. Further more, the terrain curves will be affected by the impact of projectiles, producing terraforming effects.

- **Highly detailed 3D Units.** All units are 3D animated models, with up to 3.500 polygons, and making use of normal and specular maps, thus providing outstanding visual qualities not seen on strategy games.

- **All WWII implied factions covered.** Player will choose from 7 most relevant factions to play, but will find all the other 6 plus another 13 belligerent parties, and many other neutral countries.

- **Total Control of all aspects of war.** Users will control the implied faction, its Leader, Generals, Heroes, war units,... but also all matters related to diplomacy, military research, espionage, economy & resources management,...

- **State-of-the-Art graphics and battles.** Battles will be performed in landscape scenarios (up to 4Km<sup>2</sup>) and cities, all with outstanding levels of graphic representation (high level of polygons on units and constructions, weather and lightning effects, particle systems, spectacular physics for authentic presentation of explosions, chain-reactions, flying debris, terraforming with side effects, ...)

- **Dynamic & Subjective Cameras.** Although the camera is usually in one position the player can manipulate it within certain limits: zoom in (to take a closer look at the unit), zoom out (to evaluate the whole battlefield from aerial view), rotate it horizontally (to view units behind buildings), and change the vertical angle. User will also be able to switch to a subjective view from any unit or place in the battlefield he clicks on; the view will be stuck to that element but user will be free to change direction of view and, when clicked again the view will return to dynamic mode.

- **Day and Night battles.** When entering into combat in RTS, players may choose, when attacking, the time at which to perform the attack (dusk, dawn, day, night). As time goes by, dynamic light changes will be performed in real time, being able to start battle at night and then see the sun rising, etc. This will affect visibility of units, and therefore gameplay.

- **Weather FX & Forecasts realistic representation.** Weather effects can influence the gameplay. In MANAGER weather will be seen in the Operations Map just like a satellite picture complemented with weather icons; while in RTS weather will make presence (rain, snow, wind, ...) after the weather forecasted in Manager.

- **Diversity of units.** 235+ different units, 110+ types of vehicles, 49+ types of infantry, 46+ aircraft units, 6+ warships, etc... The units are divided into 25+ types (e.g. tanks, anti-aircraft guns, fighters, engineers, ...); each type has its own field of application.

- **80+ different maps.** Over 80 different and highly detailed battlefield maps staging all corners of the world, depicting Historical Battlefields, major Capital cities, villages,... and a great and rich variety of geography and strategic situations.

- **Special Missions in MGR & RTS.** In Free Campaign mode users will be offered with special missions (tasks & objectives) to be accomplished in both RTS and MANAGER parts of the game: sabotage & espionage actions, patrol missions, escort of convoys, reconnaissance, seek & destroy, assassinations, bombardments, establish agreements, ...

- **3 Levels of Historical Accuracy.** The game will offer, on Free Campaign mode, the possibility to choose among different levels of Historical Accuracy, which will produce the game's AI tending to reproduce History more accurately, or become more free, but always depending on fixed parameters that define the historical behavior patterns of each faction (e.g. Russia will tend to sacrifice easily it's troops, while American's will tend to protect and defend them). The level of historical accuracy will also imply different starting points for the player (e.g. the economic & strategic situation and year of entering conflict will depend on chosen country and historical accuracy level).

- **Historically correct units.** All units are historically correct not only in their appearance but also in their performance attributes.

- **18 Historical Battles in different regions.** "Historical Battles" mode will reproduce campaigns based on real historical events. The game will feature the 18 most interesting battlefields like Market Garden, Normandy, Guadalcanal, ...

- **Special Characters: Leaders, Generals, Heroes & Spies.** Real WWII personalities are involved in the overall plot of the game. War Leaders are presented in MANAGER for direct interaction (negotiation with other war leaders, performance of speeches, meetings,...), while Generals and Heroes will also appear as units in RTS battles with special abilities and ranges of influence. Spy units will enable intriguing espionage and sabotage actions, and even become War Leader's or General's bodyguards. All characters will have a different set of features and skills thus affecting gameplay and AI parameters.

- **Real prototype units.** User will be able to discover and make use of prototype units inspired in those developed during WWII (Panzer VIII Maus, Me-262 Schwalbe,...).

- **Naval units & Coastal operations.** The game will have warships and submarines in the MANAGER part to perform sea blockades, but warships will also appear in RTS battles as reinforcement units for heavy artillery and bombardment of selected targets.

- **3 Single player modes.** The game will have 2 single player modes, but the first one will have an additional one implied on it:

"Free Campaign" let's user choose one of the 7 implied factions, implying different approaches because of available resources from scratch, ...

"Special Missions" will be offered to users from time to time on Free Campaign mode, offering the possibility to the user to solve a certain quest against a specific special reward (e.g. new units, heroes,...)

"Historical Battles" will permit users play the RTS part on specific and detailed maps and with specific goals.

- **Customizable core armies.** Player's may define different armies (The Army, The Air-force and The Navy) including all available units such as infantry, tanks, artillery, anti-aircrafts, naval units, air-force, etc.

- **Units gain experience.** Player's units gain experience and improve their performance over time.

- **Player's development.** Based on the successful battles, the player receives medals which are then stored in a player's "medal museum" for later review. Player may also discover new units when conquering new territories (e.g. historic Generals and Heroes,...).

- **Advisors & easy Learning Curve.** Starting with a small number of simple units, the player gradually upgrades and discovers new and more sophisticated units. On MANAGER Advisors will at all times teach and indicate users what to do and what to avoid.

- **Air-force and Navy armies in RTS battles.** Apart of the Army, when available, the unified interface will allow the player to call into action the Air-force and the Navy, offering new possibilities of interaction to perform air battles, destruction of targeted points, heavy artillery bombardments, paratroopers,...

- **Destruction of strategic buildings.** Buildings created in MANAGER will not appear in RTS battles, but the level of destruction performed on buildings in the battlefield will directly affect the status of buildings in MANAGER, thus encouraging user to enjoy shooting at buildings for destruction of buildings in MANAGER, or to perform selective targeting and avoid destruction as to have available those buildings in Manager once the territory is conquered.

- **Full RTS map editor.** Lets the player create new single player maps, with a state-of-art and easy-to-use editor. Custom maps shall be then played in the "Historical Battles" game mode.

- **Ingame Sequences / FMVs (Milestone Video System).** There will be a great amount of cinematics (video and narrative sequences), mixture of pre-rendered images, slideshows, realistic comic, and real life sequences taken from documentaries. These sequences have a very important role in the game, as to explain, with a documentary style of the age, how the conflict is evolving after user's acts. This will be achieved through the "Milestone Video System" which will trigger a sequence, combination of different important milestones depicted in the game (advance of troops, discovery of atomic bomb, declarations of war,...), making possible to produce endless combinations of possible plots. The sequences will include very well known pictures of the conflict but that may have been deliberately modified as to depict new and distorted situations that ring the bell of spectators because of the familiarity with the image, but at the same time create a sensation of affecting History because of changes introduced (e.g. Convention of Yalta, where Churchill, Roosevelt and Stalin were present, might be distorted to a new version including Hitler, Stalin and Mussolini; or Hitler's picture with Eiffel tower on the background might be changed to that same picture but with Washington's Capitol in the background,...).

- **Unit special abilities.** Certain units (like Generals, Heroes or Snipers) can have special abilities activated when necessary (give instruction to troops, get into sniper mode, ).

- **Trenches, Bunkers & Buildings.** RTS maps may have trenches, bunkers and, of course, buildings. In all of them there will be an important degree of

interaction, thus permitting troops to enter these for protection and attacking.

- **80+ hours of gameplay.** The great amount and variety of RTS maps is large enough for short and a long interesting gameplays (10 minutes in small maps up to 1 hour for the largest ones) plus special missions. Also in MANAGER time may be consumed in only a few seconds or up to 30 mins. for complex decisions..

- **In-game Encyclopedia** depicting all major events in the conflict, characters, battles, ... User will be able at any time to consult the encyclopedia for a certain event (battle, historical happening, biography, ...) or for checking a certain unit (characteristics, brief history,...).

- **Freedom of action.** Players will be able to change the course of WWII History, winning with any of the chosen factions.

- **Great variety of environments.** Rich variety of RTS map environments representing different areas of the World (Mediterranean, Jungle/Wild, Snowy, Desert and Humid) with their characteristic buildings, fauna, vegetation,...

- **Army Management System in RTS through AI controlled Generals.** User may assign troops and armies to a General unit for automatic or semi-automatic control, as to ease the management of troops to the user in the RTS battlefields, and enrich the game with an additional Game Mechanic (e.g. provide high level orders to Generals). The user may then perform high level orders over Generals (e.g. attack, take cover, retreat,...) who will then organize the assigned armies accordingly.

- **Battles in Spectator Mode:** The user will be able to visualize and follow the RTS battle as a spectator, being possible to take direct control of the troops and armies at any time.

- **Formation of units:** In RTS battles it will be possible to assign offensive, defensive and marching formations to group of units, which shall imply that these will be organized and act in a semiautomatic way depending of the circumstances.

- **Task automation:** It will possible to automate all sorts of management tasks as to ease and simplify the actions the user may perform in the MANAGER, while keeping the chance to enter into deep management for more hardcore gamers.

- **Levels of Complexity:** The user shall be able to define the starting rules of the game, based on different game options that will make the game either simpler or more complex (especially at a managerial level) so hardcore and newbie users may be equally satisfied with the gaming experience.