

Revolution!

Fight For Glory, Conquer The Ages!

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Game Overview

Elevator Pitch

Revolution! is an exciting hero-based shooter game based in eighteenth-century Europe after a mad scientist accidentally creates a machine that brings many of the most important figures from our past back from the dead. In Revolution!, the player can pick their favorite historical figure and fight battle royale style against other players. Revolution! takes a new modern approach to the multiplayer system while keeping all the engaging competitive play that comes from this genre.

Pillars

Pillar #1

People love FPS games. Our game upholds all the great parts of FPS games, such as competitive play and a very high skill cap. It also has a unique approach towards strategy and gameplay that differentiates it from other games.

Pillar #2

Players get to play as their favorite historical figures. We are giving players the opportunity to play as historical figures such as Napoleon, Julius Caesar, Alexander the Great, and more. Each character will have unique abilities that will define them and make them each fun to play in their own sense.

Pillar #3

A new approach to battle royale gaming. Our game is based around multi-round point-based scoring, which gives each player the opportunity to win even if one or two rounds don’t go your way. This gives the player the opportunity to always feel involved in the game while still having many of the aspects that make classic battle royale games great.

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Common Questions

What is the business case?

If we look at our modern market for video games, it is clear that shooter games are the most popular genre at the moment that consistently has a huge market share to be tapped into. For example, according to *Data40,* Player Unknown Battlegrounds has sold 75 million copies, Overwatch has sold 50 million copies, and Fortnite (though not confirmed) has sold 350 million copies. These games that we have taken inspiration from are huge sellers in the gaming market and show that there is a serious market in this genre. In addition, we have also seen that people have a major interest in history, and our game could even bring in players that you typically would not see playing video games. From the gaming perspective alone, one of the most successful game franchises ever is the history-based Assassin's Creed, which has sold over 200 million copies. In addition to this, we can see the general population's interest in history and historical figures through the movie genre, where Oppenheimer grossed $957 million, Napoleon made $221 million, and the new Gladiator II has already grossed $330 million. There is clearly an interest in history, and allowing players to play as these figures will give people a further opportunity to be immersed in history.

Where does the game take place?

The game takes place in eighteenth-century France during the reign of Napoleon. The plot is based around the idea that Napoleon tasks a scientist with building a time machine that would allow all the best fighters in history to be brought to this time so that the French army would be superior to all others. Unfortunately, the machine short circuits and goes out of control, bringing many of the most famous figures in history to this time. This leads to a full-blown war between these individuals, leading us to the point where the game takes place.

What is the game's genre?

Revolution! is a hero-based, multiplayer, first-person shooter game. Players battle each other in-game and use their characters abilities as well as their mechanical skill to try and take down the other opponents. We also have plans in the future to introduce a player vs. environment (PVE) mode into the game that keeps the hero-based shooter aspects of the base game but expands on the story and lore that we are trying to build surrounding the setting of the game.

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What is the main focus?

Generally, the goal of the game is to win and beat the other opponents in the game. Our game is not quite that simple, though. There are multiple rounds of battle royale in which points are awarded for how far you get in the round. The player with the most points after the allotted number of rounds wins the game. We plan to implement a tiered competitive system so that you can climb up the ranks through winning games and get rewards for doing such.

What is different?

One of the biggest criticisms of competitive FPS games such as Valorant, Fortnite, Apex Legends, etc., is the amount of downtime within the game. In our game you won't have to wait fifteen minutes of game time to see a single opponent or wait 45 seconds prior to each round before you can fight. Instead, our game is many rounds of constant action where players will always feel like there is something going on, and they get around thirty minutes of consistent enjoyment and play every game.

In addition, our unique take on the characters in our game allows for players to play as famous historical figures. This gives us a unique audience compared to other games, as we don’t just have your typical FPS fanbase; we also have the opportunity to get people to play that simply want to fight Napoleon with Julius Caesar.

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Feature Set

General Features

Many Unique Maps

12 different choosable characters

3D graphics

32-bit color

Multiplayer Features

Easy to find a game

Competitive Ecosystem

Easy Private Lobby Creation

Gameplay

- Players get put into a fifteen-player lobby.
- A random map is chosen from the prospective map options.
- Each player has the opportunity to pick their character prior to the start of the game but cannot change during
- Players play through ten rounds of gameplay where they use off angles, high ground, and their own heroes abilities to their advantage to try and be the last one standing in the round.
- Each round is meant to last around five minutes.
- Points are awarded based on how long you survive: 1st place gets 15 points, 2nd gets 10 points, 3rd gets 8 points, 4th gets 5 points, 5th gets 4 points, 6th gets 3 points, 7th gets 2 points, and 8th through 10th gets 1 point.

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The Game World

Overview

Revolution! is taking place in 18th-century France and portrays the apocalyptic feel of the era in Europe. Napoleon tasks a mad scientist in France with inventing a time machine to bring him the greatest fighters in history to fight for his army. When testing the machine, it faults and brings many of the most famous figures to this time all at the same moment, and the ensuing events are the fallout of this occurring. Revolution! tries to mimic the environment of the world if this were to take place. We want our maps to feel visually appealing, not through how beautiful they look, but by how well they portray the fallout and tension that were to occur if many of these historical figures were brought back to life.

Location: France

We want to use the unique architecture of France to make interesting and appealing maps that are not only very good to look at and feel realistic but also have interesting gameplay characteristics. For example, our map, based around the Louvre Palace, displays all the beauty of the landmark itself while also showing how the fallout of this near-apocalyptic event has destroyed the landscape. Most importantly, though, we make sure to take advantage of the interesting layout of the Louvre so that players can have an exciting experience while battling with other players.

Wartime Feel:

During the period that the game is taking place, the French Revolution was at its height. People were in a time of upheaval, and France had an almost post-apocalyptic vibe to it. In addition, the implanting of numerous historical figures, all striving for their own power and desire, adds to the mess France and Europe as a whole are in at the time. We want the player to feel immersed in the time period and, in a lot of ways, feel the struggle of the French people at the time. Easy ways to do this are by having burning buildings, broken glass, military weaponry, and more scattered around the maps.

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Key Locations

There are 6 maps that will be in rotation at the start of the game. This includes The Louvre, Downtown, Omaha Beach, Merveille, Coliseé, and Le Suquet.

Travel

The player moves around with the typical WASD keys. Some characters will also have movement abilities that will allow them to move around faster or gain a height advantage.

Scale

The scale of the characters is going to be generally comparable to normal human size, and henceforth the architecture will be to a realistic scale. Because of that, to make sure the maps aren't oversized, we will not fully match the environments of the actual places we are mimicking to make sure that the game keeps maximum playability and excitement.

Objects

Our game does not have objects that can be picked up and used in-game, but we do have some objects you can still interact with. For example, we will have elevation pads at points in the map that move the player towards higher ground.

Weather

Generally in the game the weather will be clear/overcast. In some situations we might add some rain or snow that will not hinder the visibility of the player just to add to the effect we are trying to give off from the map.

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Day and Night

It will depend on the map. We will generally be going towards a night setting just because it gives off a more ominous feel to the environment. With that being said, we plan to make day and night versions of each map so that we can do testing on each and see which is preferred on a map-by-map basis.

Time

Because our game is a fully online multiplayer game, there is really no essence of time in the game. Because we plan to make some lore surrounding the game outside of what is playable, there will likely be some aspects of time in play there, but the game itself will not.

Camera

Overview

Our camera placement will be fairly simple despite some minor caveats. Generally, the camera will be giving a first-person perspective of the user's character and will remain that way as long as the player is alive in the game. Some other circumstances include

1. When a player dies, they will have the opportunity to switch between other players' PPVs, which will be in a third-person mode to give the viewing player more visibility.
2. At the start of the game, there will be a drone shot-style camera roll of the map the players are about to play on; this will help new players get a glimpse of the layout and add some excitement for the ensuing game.

Game Engine

Overview

We plan to use Unreal Engine for the development and structure of our game. Generally, Unreal Engine is considered the most reliable engine on the market, and many of the games that are similar to our own, such as Apex Legends and Valorant, use the same engine. We believe that since we know that Unreal Engine works great for FPS games, there is no point in risking straying away from the norm.

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The World Layout

Overview

Within our game, players will, at launch, have the opportunity to play on six different maps. Our goal is to make these maps seem as ominous as possible, trying to as vividly as possible portray the scene of wartime France that has been invaded by many famous historical figures.

Map Details:

There will be 6 maps at the release point on Revolution! adapting many popular French locations:

The Louvre: Based around the famous museum in Paris. At the entrance to the palace is numerous military weaponry to show the time of war. Players will have the chance to go through the Louvre and hide in unexpected spots to surprise their opponents.

Downtown: Based in downtown Paris. While there's some broken glass and fire that can be seen, it's generally the most peaceful location as the French military tries to protect their capital. Players can navigate the famous Parisian architecture and take advantage of high ground locations and off angles.

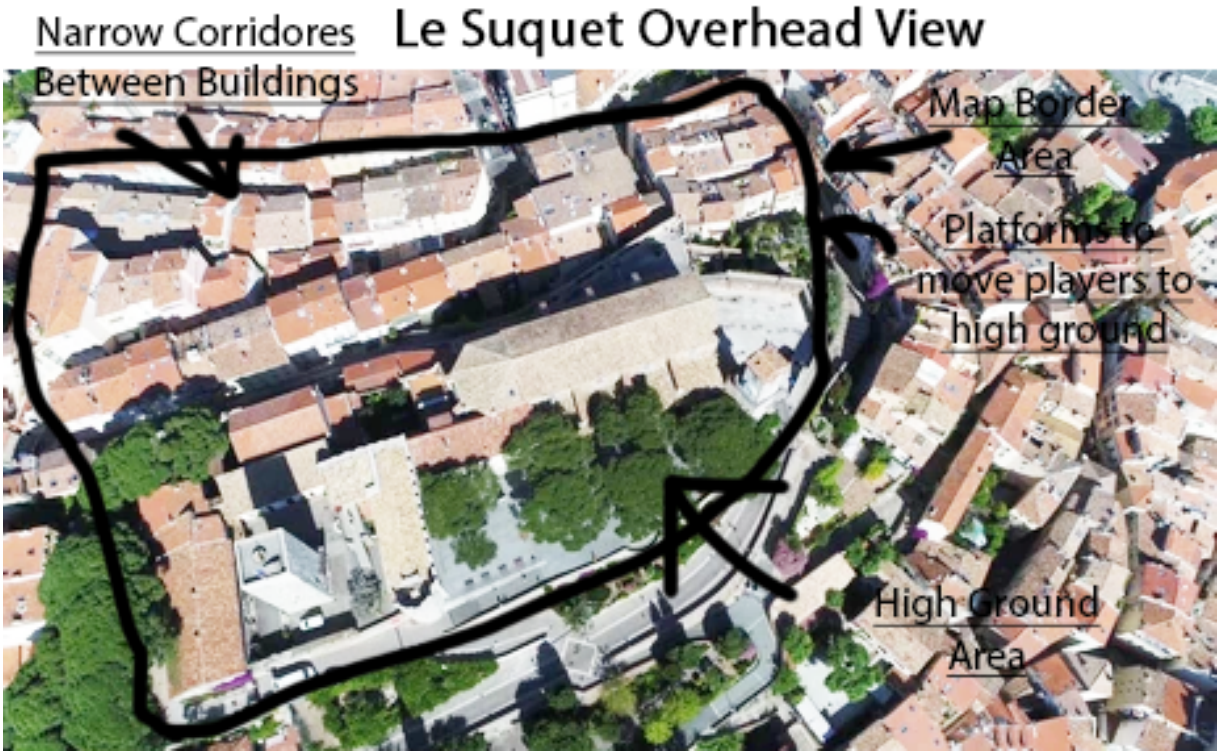
Omaha Beach: Based in Normandy, where a military base is set up by the rebel forces in France. While it is the most open map, it also allows for the highest skill ceiling because of that fact. Players can take advantage of long sight ranges and heavy-duty military equipment to take cover behind.

Merveille: Based around the famous Mont Saint Michel Abbey castle on an island near Le Havre. This map probably has the most interesting architecture regarding how to navigate the ecosystem but also allows for some very interesting strategies because of it.

Coliseé: Based around the famous Roman amphitheater in Marseille. Allows the players to navigate the inner workings of the coliseum while having a very open central area that players can have an all-out battle in.

Le Suquet: Based around the famous architecture in Cannes. Known for its very narrow corridors and use of stairs. Players will have the opportunity to navigate the map in a very strategic way that will allow them to sneak up on their enemies or get some very beneficial high ground.

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Game Characters

Overview

There will be eight characters in our game that are each adapted from famous historical figures. They each have their own unique weapons and abilities that make them each powerful in certain maps and situations.

Napoleon: The cover character of the game. His weapon is a sword that he can throw at enemies. He also has an ability that he can block damage and one that he can spawn a horse that will move him very quickly for 20 meters in any direction.

Julius Caesar: Julius Caesar's weapon is a tactical rifle called “The Centurion.” It functions as a typical game rifle. He has an ability that allows him to heal himself by lighting up the wreath on his head. He also can take that wreath and throw it as a projectile at another player and hit them to do damage.

Alexander the Great: Uses a crossbow as his weapon that, while slow-firing, can be great for long-range fighting and does significant damage. He has an ability that gives him a fire-pierced arrow that, when shot at an opponent, causes them to not only take damage from the hit but also take damage for the next five seconds from the fire. He also has the ability to double jump.

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Cleopatra has two scimitars laced with the venom of snakes. Has very good short-range capabilities but no non-ability long-range capabilities. She does have an ability that puts a sphinx-style turret on the map that shoots lasers at other players when in the sightlines of the turret. In addition, she has an ability that rushes her in one direction. This can be used to get to close range more quickly.

Genghis Khan: Has a cannon launcher that can almost be compared to that of a grenade launcher but with more projectile speed. He has a stomp ability where he can stomp his feet, and any players in a designated radius are damaged. He also has an ability for the launcher to launch three cannons at once.

William Shakespeare: His weapon is not really a stereotypical weapon, but he launches projectile pieces of paper out of his hand that do damage on impact to other players. He has an ability that temporarily puts a curtain around him that acts as a shield. He also has an ability that shoots a projectile theater mask that can bite an opponent for extra damage.

Galileo: Has a telescope that acts as a sniper-style weapon. It can be magnified for more accurate damage or can be used without engaging the scope at all. He has an ability that shoots out gravitational energy, which slows down enemies and pulls them towards the energy orb. He also has an insta-shot ability that can fire without damage falloff under no weapon cooldown.

Charlemagne has a spear as a weapon that can be launched at other opponents and can be used for melee. He has an ability where he plants the spear into the ground, which launches a ground attack for ten meters that damages players that are caught in it. He can also charge up his spear and dash forward with it. If he hits a player during the dash, damage is done to that player.

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User Interface

Overview

The UI in the game will help the player know what buttons are matched with what abilities while also being able to know how much health they have and how many players are left.

Ability Bar:

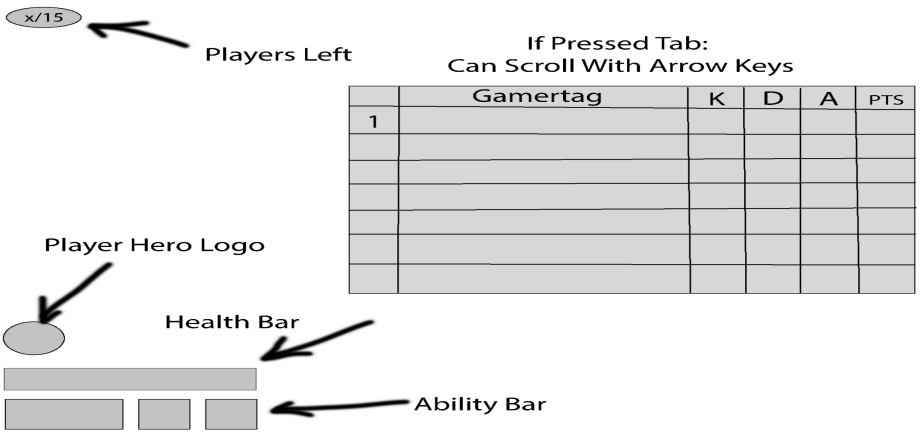
Layout in the bottom left of the screen that shows players what buttons they need to press to use their weapon and activate abilities. We will try to maintain the common keybinds that FPS games use while also allowing the player to adjust them if need be. The keybinds will typically be right-click to shoot, left-click to charge a shot, and the E, F, and Left Shift keys for abilities.

Health Bar:

The health bar will be located in the bottom left of the screen above the ability bar. This will tell the player how much health they have so that the player knows this information at all times.

Current Players Tab:

Shows players in the top left of the screen how many players are left in the round and shows the player that they can open an information screen by pressing the tab key. This information screen shows the player the current game rankings and how many points each player has, what the k/d/a of each player is, and what round they are currently on.



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Musical Scores

Title Screen Music:

The most important thing regarding music scores in our game is to have a memorable title screen music number. Think of how games like The Legend of Zelda and Super Mario Bros have incredibly memorable title screen accomplishments that define and set the stage for the game in many ways. We want to have something like that in which people hear that theme and know that it is for our game immediately.

Map Music:

We also plan to have a music number to go with each map. This is something that will help people feel more closely ingrained into the experience of playing on each certain map and further define the uniqueness of each individual map.

Sound Effects

Weapon Sound Effects:

To make the game feel as realistic as possible, we plan to put a lot of effort into having real-sounding weapons. Most typically we will take sound grabs of a real-life comparable weapon compared to what is in the game. For example, for a rifle we will take a sound grab of a real rifle, for a bow we will take a sound grab of a real bow, and for a sword we will take a sound grab of the slash of a real sword.

Victory Sound Effects:

To help the player feel as much joy as possible by winning a game, we want a defining sound effect that matches the feeling that we are going for. This will be some sort of short but sweet, uplifting musical accompaniment that will hopefully make the player feel even more accomplished when they win.

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Multiplayer Game

Overview

Our multiplayer experience is very similar to that of many other multiplayer games. Players will have the opportunity to test their strategy and mechanical skill in battle against other real people and fight for victories.

Max Players

In each lobby there will be fifteen players that will compete with one another. We hope that as a whole our game can support upwards of 5000 players in the game at a time. Typically, high-end gaming servers can hold upwards of 5000 people in-game at once, so we do want to limit the amount of players in-game to ensure that there is not excessive lag and crashes.

Servers

We plan on using a client-server system so that players all around the world can play with one another. We plan to use Amazon Web Services servers, as that is the most widespread and easily obtainable server on the market. We also plan to split into three gameplay regions so that there is not too much ping while playing. This will be the Americas region, European region, and Asian region.

Persistence

Our game world is not persistent as it does not maintain itself even when players are not in it. When a game is started, players are put into a new lobby that is a reset of whatever took place in the last group from this same lobby.