

Hero: Defenders of Russia Design Document

The Great Patriotic War was not won by one person; A nation defeated Hitler

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Game Overview

Philosophy

Philosophical Point #1: Episodic Games

Episodic Games are a concept that have been thrown around for a few years now. They are supposed to represent a faster way to develop games, and offer the gamers a way to buy only portions of the game that they would like. There has been few strides made in Episodic Gaming, misuse of the concept from large publishers and abandonment of fledging episodic content programs by developers have led to resistance from consumers. Despite these early setbacks, Episodic Games and Content still offer developers an untapped revenue stream.

There are many ways to tap into this new revenue source. We can monetize our games by charging a monthly subscription fee, we can offer games for free and get advertisers to pay for space in the game. Or we charge users by what game they want. The challenge will be to find a sweet spot of what gamers are willing to pay for and tolerate from advertisers. This can be done in all our games with a process of trial and error. Hero: Defenders of Russia will be our first foray into episodic games.

The biggest advantage to doing an episodic game is that the user gets just enough

levels that he would want to play. The gamer gets to test the game with a smaller investment of time and money. Should they decide that they like what they're playing they can buy the next portion of the game. There are a few challenges to doing things this way. Each episode of the game has to have a distinct beginning, climax and conclusion. They also have to create an incentive for the player to want to download and play the next chapter of the game. Economically the cost of the episodes cannot be greater than the cost that they would pay for a full version of the game. There should also be some incentives to purchasing the full game right away. There are many challenges to the Episodic Game business model but there are still more rewards to doing business in this new way.

Philosophical Point #2: Our Niche

There are tons of games out there now. There are even more games popping up everyday about the subject of World War II. Many of these World War II games are created by AAA studios with large budgets. Nothing Like It Games' Hero can compete with them because of our twofold niche.

Episodic Content:

Many of the Current AAA games based on the subject of World War II are made with the hardcore gamer in mind. These gamers can afford to spend 20-30 hours playing and completing these games. PC games are also notable because they often require users to upgrade their systems in order to play the game.

Hero: Defenders of Russia requires less of an investment with regards to time and money; while at the same time offering the same great play experience that these products offer.

The Game Content:

Call of Duty was the first game to fully delve into the Russian Front of combat during world War II. Battlefield 1942 was the first game to offer multiplayer combat set against the battlefields of the Eastern Front. Both games let the player operate vehicles and aircraft intermittently. Despite these advances, both games still left a lot of great game content on the table. The Eastern Front was the scene of some of the largest battles in history. Hero: Defenders of Russia will be the first single player action game that is set on the Eastern Front of combat in World War II in which vehicles are a major portion of the gameplay.

Philosophical Point #3 The Technological Arms Race and How Game Companies have Left Out the Average Consumer

PC Games have gotten into a Technological Arms race over the last 10 years. Every game tries to outdo the rest with regard to graphics and content. The games often require users to upgrade their machines. The upgrades are costly and are usually reserved for the more hardcore users. Less and less users convert as the requirement to upgrade increases. This leads to a decrease in sales because there are fewer users that can run the software. Hero is different because it does not require the user to upgrade to the most expensive technology. The game only requires a 16 MB video card. The Gamestudio engine works well because it emulates the graphic card and gets the best performance out of anyone's machine. By making Hero more accessible to others, we will increase our potential user base.

What is the Game?

Hero: Defenders of Russia is an action game set on the Russian Front of World War II. It contains both first person shooter and third person vehicle combat. It is the first game to be set entirely during the conflict of the Great Patriotic War. It is also the only game to allow the player to fight in battles on land, on sea, and in the air.

What are the Goals of the Game?

The goal of Hero is to inhabit the roles of different Russian Soldiers thrust into combat of World War II. The ultimate goal of the game is to defeat the Axis Army on the Eastern Front. The immediate goals, however change from time to time. The immediate goals are the backdrop for the game's mission. Sometimes the player will be charged with the task of destroying a set of guns, other times, the goal of the game is simply to survive.

Why Create this Game?

I would like to play a World War II game that has intense battles and great missions, that don't require a huge investment of time and money. To date there are no games that meet this need. There are plenty of World War II games, but the latest ones involve a significant upgrade to play properly, They also take a lot of time to master and play through. Nothing Like It Games' "Hero: Defenders of Russia" addresses both of these issues by giving the user a great gameplay experience, in smaller more managed chunks. It also requires less gamers to upgrade their machines to run the game properly.

Who is this game for?

This game is for males ages 12-50 with special emphasis placed on the older males. We seek to capture their market by offering them a game product that does not require a large investment of time and financial resources. We hope to appeal to younger males, by offering a gameplay experience similar to games such as Call of Duty and Medal of Honor series.

Where does the Game Take Place?

It takes place during World War II on the Russian Front of combat. The player takes place in missions on land, on the sea, and in the air.

What do I control?

The player controls a both infantry characters on foot based missions and vehicle based characters such as the tank aircraft. Each character the player controls has his/her own personality and storyline.

How many Characters do I control?

The player controls just one character at a time. The player will control six different types of characters during the course of the game.

What is the Main focus?

The main focus of the game is to complete each mission on the way to defeating Hitler and retaking Europe.

What's Different?

Hero: Defenders of Russia is different because it will be the first Episodic Single player game set on the Eastern Front of World War II. It will also be the first single player shooter game that is also a vehicle based combat.

Feature Set

General Features

Hero: Defenders of Russia has several features. These features are listed below, followed with a detailed description of how they play into the game.

- Epic Battles
- Episodic Content
- Vehicle Combat
- Unique Characters

Epic Battles

The Eastern Front of World War II was the scene of some of the largest battles of the War. The player will get to reenact these battles from several angles as different characters.

Episodic Content

Hero: Defenders of Russia will be the first Episodic Game from Nothing Like it Games. The game allows the player to experience the brutal combat of war without a huge investment of time or money. Each game functions as its own self contained game, similar to the Sam and Max series. The player also has the option to buy new packs that are released weekly. The packs not only contain the next few levels of the new episode but it also contains extra features and content that add value to the entire series. Each Episode functions as its own story within a larger story. Each story has a central character and a clear beginning middle and end. This allows the player to play the series 'ala carte', picking which stories he/she actually cares about.

Vehicle Combat

Vehicle Combat plays a large part of the Hero experience. The player will have vehicle based combat goals that help ground troops complete their missions. There are 3 types of vehicles in the game. The player can control an aircraft as the pilot, drive a tank, and man a gun of a boat as a Marine. Each vehicle segment of the game is weaved seamlessly into the gameplay of the rest of the game.

Unique Characters

Hero has several different character types. Each character has different attributes and mission types. Each character also has a different storyline throughout the game series. Occasionally characters' in game paths will intersect.

Multiplayer Features:

The first few episodes of Hero: Defenders of Russia will not feature multiplayer combat. We will release a multiplayer client in the future that will allow players to play in a variety of game types. The following features are general ideas of what will appear there.

Persistent world.

Vehicular combat
Strategic gameplay

Persistent World

Hero: Multiplayer Combat (Working Title) will feature a persistent world of combat. Each game that the player engages in actually changes the course of the war within the game. At the end of each battle a player's stats are saved and he has the ability to earn rank. This is a feature that has been seen in games such as the Battlefield and Dark Horizons series. The player begins the game by choosing either the Axis or Soviet factions. Each battle takes place in game types. When one side wins the battle they have captured that territory. The ultimate object of the game is to capture all of the territories and win the war. Each territory offers the winner spoils that can be used in future battles. These come in the form of weapons, ammunition, and vehicles. In keeping with the persistence of the world, once an object is destroyed or used it is gone from the game world for a set amount of time. This gives players the incentive of capturing more territories in an attempt to keep his/her stockpiles up.

Vehicular Combat

Vehicular Combat is a huge part of the single player experience in Hero. It is even more so in the multiplayer version of the game. Vehicles are found in certain territories of the game. The vehicle types vary depending on the battlefield. The vehicles give the player distinct advantages throughout the battle and war. As the player captures territories he/she gains access to certain amounts of vehicles (This varies from place to place) The vehicles, like other items in the game can be perishable and are not easy to replenish. (This depends on what the player has set for the realism options) This gives the player more incentive to keep his vehicles running.

Strategic Gameplay

Strategic Gameplay is the cornerstone of Hero Multiplayer gameplay. This gameplay goes hand in hand with the persistent world. The player will have to capture territories to win the war. Each territory gives him/her a strategic advantage over his faction's opponent. The player must manage his resources which include vehicles, weapons and ammo. The player loses or gains resources based on the territories that he is able to capture.

Single Player Gameplay Features

Single player game play is critical to the player's Hero experience. The details of the gameplay experience are described below. For more information on specific gameplay details, please see the sections: weapons, single player details and game world sections.

The Characters:

There are three playable characters featured in Hero. With two more added if time allows. These characters inhabit different parts of the Russian Military and will provide the player with different styles of gameplay based on their area of expertise.

The Soldier

The soldier character will be issued mission that take place on foot. His weapons will be mostly small arms such as rifles and submachine guns. The missions that the soldier undertakes will run the gamut from clearing snipers to taking back a row of apartments from enemy soldiers. When a player starts a mission with a soldier the player meets that area's chief officers. (CO)The CO will tell the player what the mission objectives are for a given area.

The player then decides on which mission to tackle first and completes that mission. As one the player has completed all the missions for a given zone, that zone is clear and the player moves on. Once the mission ends, the player's stats for performance will appear. Any medals or rewards the player has earned will also appear in this section of gameplay.

The partisan:

The partisan will take on covert combat roles. His arsenal uses enemy weapons and he will seldom use Russian infantry weapons. Because the partisan is cut off from military allies, the partisan will act alone most of the time. Thus the player will have to rely on stealth tactics such as sneaking and silent kills to get through the levels. The player will start the mission after a quick briefing via narration from the character's diary. The player must then enter the level and complete the mission's objectives. (usually to infiltrate/destroy) after the mission objectives screen comes up and the player can view his stats before moving to the next mission.

The Tank Commander:

The Tank Commander is responsible for combat involving armored vehicles. The tank commander will be involved in missions where the objective is to destroy the enemy tank force. The tank commander's mission structure will start with the player's briefing, then the player will accomplish those goals. The briefing comes in the form of letters that the tank commander is writing to his wife. Once the player completes these goals, the mission stats screen will show before the next mission screen. The tank commander's arsenal will be the tank itself. The player can pick the tank at the beginning of the mission. Occasionally the tank commander will have the complete certain objectives on foot. In these situations, the player will be able to find small arms in the level.

The pilot:

The pilot will have mission that involve aircraft. The pilot will complete mission objectives based on the briefing. LIKE THE TANK COMMANDER PORTION OF THE GAME, THE PILOT WILL BE ABLE TO SELECT HER Aircraft before the level begins. The availability of aircraft increases as the player competes missions. The mission type determines the type of plane the player should fly, however this choice is left to the player.

The Mission types:

The soldier will undertake the following types of missions:

- **Destroy enemy soldiers:** This mission's goal is to destroy all the enemy soldiers(this can be varied to include destroying a specific type of soldier) (eg: destroy 5 waffen SS)

- **destroy the object**(power plant, tank etc)

- Clear the area: once all enemies in the this area once all enemies in this area are gone, the mission is complete.

The partisan:

The partisan will feature missions similar to the soldier but the partisan has a few unique mission objectives.

-Rescue: The goal is to rescue the soldier, peasant, or prisoner from the guards and get them to the exit safety.

-**Steal:** The objective here is to break into the enemy base and gather can object (and fire) then escape the mission zone.

-**Assassinate:** the player must enter the base and kill the a particular enemy. This is similar to the kill the soldier mission that is featured in the soldier missions.

The Tank Commander

The tank commander has all the objective types of the soldier and partisan with one exclusive type;

Escort: Instead of protecting static objects the player must protect on object while it moves from point A to B.

The Pilot:

The pilot has the escort mission as well as the destroy all enemies and destroy the object mission.

- protect the buildings: Must protect the buildings for a set amount of time.

- escort: similar to tank commander's mission type.

The Weapons:

The weapons that are available to the player depend on the level that the player is in. The weapons are given at the beginning of the mission. Any other available weapons can be found in the game. New weapons can either be found lying around the level or can be acquired when the enemy dies. If a player already possess a weapon he finds, he can pick it up for extra ammunition if the player is already in possession of the weapon for the gun type he owns. (for example if the player owns a soviet sniper rifle, when he finds a german rifle, he will get ammo for his own rifle instead of gaining a german rifle.) There are five types of weapons, rifle, anti-tank, pistol, automatic and Grenades the player can only possess one of each type during a mission. The mission determines what type of weapons the player will find in the level.

Vehicle Selection:

On missions that feature vehicular combat, players will be able to select their vehicle before starting the mission. This is done via the vehicle selection screen that appears after the mission briefing screen. New tanks and aircraft will become available. Once the vehicle becomes available where that particular vehicle is unavailable. The stats are shown before a player decides to pick that particular vehicle. The stats include: Attack Power, Hit points, etc

Mission Failure:

If a player dies before a mission objective is satisfied or does not complete a mission objective in time, the mission ends in failure. When the mission ends in failure the, the player can either load his last save point or play the mission from the very start again.

Aircraft

The aircraft in Hero come in three varieties, air to ground, air to air and ground and air to air. These aircraft have different specialties based on thier type. (I.e.the air to air fighter is better at aerial combat but cannot attack ground forces). Air to ground combat planes are mainly bombers and are not in control of the player. Fighter bombers are the most versatile vehicles in the game. The can attack ground and air targets moderately well. Air to air fighters are great for taking out bombers but does not do well when assaulting ground targets.

Weapon sets:

In Hero there are two different weapons sets. The German and the Russian. Both weapon

sets have at least one of each weapon type. A player can obtain new weapons via weapons switching. At any point in the level, the player can switch weapons by walking over the weapon and pressing the switch key. (the switch key has been employed by games like Call of Duty and Halo) When the stands over a weapon and presses the switch key, the current weapon is replaced by the weapon on the ground. The player can only carry one type of each weapon at a time, therefore, it is important to that the player chooses the appropriate weapon for the current situation.

Mission Briefings:

Mission Briefings will have a few differences in their appearance but otherwise, each mission briefing will inform the character of the following items.

Mission Objectives
Mission's Back-story
Mission location
Tips for completing goals

Game play

Stealth action:

Stealth action is primarily used in the levels designed for the partisan. There are elements that make the game more stealth oriented. The elements are:

- Enemy Detection
- Shadow Usage and Lights
- Combat

Enemy Detection and Alertness

Enemies on stages that require stealth patrol the stage until they are alerted. Soldiers can be alerted to the player's presence via two ways: The enemies will be alerted if they see the player in their come of sight. If they hear the player use a loud gun they will also be alerted.

Once the enemy is alerted, they will call for help.(This causes enemies to spawn at the player's location. Or more practically, where the player was discovered.) The player has to then get away and stay out of sight until the alert passes. The alert is on a timer, once the alert is sounded the player must hide until the alert timer runs down. If the player is discovered again during the alert, then timer resets. When the alert counts down to zero, the alert passes and the enemies return to their positions. This continues until they are alerted again, or are killed by the player.

The enemies have a sense field. If the player crosses that field or touches the enemy, that enemy will be alerted.

Shadows and lights

Stealth levels will feature shadows cast from light sources. These provide players with a place to hide. As long as the player is in the shadows, the enemies will not be able to detect him.

Combat

Combat can come in two varieties of stealth action mode. Players can sneak around and quietly dispatch enemies or players can elect to kill foes in an all out battle. If the players choose to use stealth kills and make the level easier. The pace for this gameplay is slower as players will want to be careful not to alert enemy troops. Players electing to kill foes in an all out battle. If players choose to use stealth, the player can use stealth kills and make the level easier. The pace for this gameplay is slower as players will want to be careful not to alert enemy troops. Players electing to use the all out assault. Methodology make the pace faster, but the level becomes more difficult as the player has the face wave after wave of enemies.

User Interface:

In stealth action levels, the components to the user interface are as follows.

Ammo
Health
Compass

Ammo:

The ammo meter monitors how much ammo the player currently has in his weapon, as well as how many rounds he has for that gun. The right side of the icon has the number of bullets over all for that gun while the left side has the number of bullets currently in the gun. A line separates the two numbers. As the player fires from the gun, ammo is subtracted from the clip number. If a player reloads those bullets are subtracted from the total ammo and added to the clip. (I.E. The player uses five bullets while firing, that number is subtracted from the player's total number of bullets and is added to the number of bullets in the clip. The player then presses the reload button, five bullets are subtracted from his number of total and added to his total of clip bullets)

Health:

The player's health meter is on the right of the screen. It is represented numbers. As the enemy hit's the player, hit points are subtracted from the life bar based on the enemy troop's attack power. If an enemy with 20 attack points hit's the player, 20 hit points are subtracted from the health meter) The health meter starts at 100 and enemies can attack the player until the bar reaches zero. If the health of the player reaches zero, the player dies. When the player finds a health pack, his hit points increase based on the amount of hit points the health pack gives.

Compass

The compass acts as the player's map, it always points to the goal of the mission.

Vehicle Combat:

Vehicle combat is handled with the weapons that are on the tank/plane itself. Like the infantry weapons each weapon system on the aircraft/tank has different attack powers. When the player has expelled all of his enemy's Hit Points, the enemy dies and shows his death animation. If the player dies, all of his Hit points or Armor points taken away. Then the death animation for the player shows and the level ends in failure. In certain missions, the player can select the vehicle he or she would like to pilot. The vehicles vary depending on the mission and certain vehicles are better at completing certain mission objectives than others. During the tank missions the player may have to exit his vehicle to complete certain objectives on the ground. He can voluntarily leave his vehicle and reenter his vehicle at any time. The player may also be able to find powerups to repair damaged vehicles.

Vehicle Health:

The health of vehicles is similar to the health points of infantry character types. The health points of the vehicle are displayed on the screen. As the player's vehicle takes on damage, the health points decrease. The player can also find power ups (shaped like a wrench) to increase the health of his vehicle. The player can fly through icons to regain his/her health. The player may also remove this option from the game to make it more realistic.

Technical Features:

Software Emulation:

Hero: Defenders of Russia uses the Gamestudio 3d game engine. The Engine acts as an intermediary console which allows the engine to speak to a variety of different hardware sets. This feature allows a wider variety of individuals to enjoy the game without having to upgrade their machines.

Hero: Defenders of Russia Game world

Hero takes place in 1940s World War II Russia. The game is set around different battle locations from the history of that war. The weather conditions of the game vary as well. The battle will take place at night and in the day time. It will also take place in Urban settings and Rural locations. Instead of listing each specific location here, they will be listed in the mission treatment sections for each specific mission. Below are the two main location types as well as the type of gameplay the player will engage in there.

Outdoor Maps

Outdoor Maps are used mostly for tank and aircraft levels. The Outdoor levels are mostly Rural in nature. These missions are set in dense forests and farmlands of the Soviet steppes. These stages should be open and have no walls. They should also be built in a manner that allows the player to move around unobstructed. If the mission is goal oriented, the goals and locations should be accessible from a few different locations. This will allow the player to create open ended solutions, and add more gameplay options for the player. If there is a need to build obstacles; such obstacles should come in the form of natural things such as mountains, bushes and trees. Again, there should be very few obstacles between the player and his goals. The objective of outdoor level design is openness.

City/Urban levels

City and/or urban levels give the player the same openness that the outdoor levels offer. The urban obstacles come in the form of buildings and walls. These obstacles should be kept to a minimum so that the player can achieve goals in a number of ways instead of just one. Some of the buildings should be hollow to allow the player to enter them. The player can also use them for cover. These hollow buildings should be large enough to house enemy soldiers and health and/or ammo packs. The majority of the houses should be solid. These houses or buildings should provide setting and thus be modeled according to the situation. (I.E. Stalingrad = big buildings, small village = cottages) City levels should also use props such as lamp posts and side walks to make them look more like towns. Towns can also have several piles of rubble to portray a torn look.

Key Locations:

Hero: Defenders of Russia takes place on three distinct fronts.

Moscow: The Moscow battles take place in the beginning of the war. The battles take place in both Urban settings and in smaller towns. The battles are on a grand scale and also feature some sections of close combat.

Stalingrad: This represents the turning point of the war. The battles here are vicious and take place in Urban close quarters. The tank battles are just as brutal and are intense.

Berlin: These missions are the most brutal of all. They take place in both large cities, and smaller towns within Germany, and the Soviet Union.

Scale

The scale of Hero is normal sized. (1:5) Player and Npc models use the same type of scale as what exists in the real world. Player models aren't larger than tanks or vehicles. Buildings are also their normal model size. The trees and the world are also normal size.

Objects

There are several different objects in the game. The objects range from power ups to weapons and ammo. For a detailed list of all objects in the game. Please see the objects appendix. The different types of objects are described briefly below.

Weapons:

Small arms weapons take several forms in the game. There are different types of weapons in the game. Each weapon type uses a different type of ammo. Similar weapons types use the same ammo. The weapon types in Hero are: Pistols, Rifles, Automatic Weapons, and Heavy Weapons. The player can only have one of each weapon type per level. (May need a call of duty like switching system)

Explosive Devices

Explosive Devices come in the form of Grenades or Molotov cocktails. Both do area of effect damage. The Molotov cocktails can actually cause fires that can do additional damage to an area or group of enemies. Each explosive device is a weapon and ammo unto itself.

Power Ups

Ammunition: Ammo is used to restore firepower into the weapons of the game. Each weapon type uses a separate weapon type. The same Ammo type can be used for similar weapon types

Repair Kits: Vehicles take on damage and lose hit points. The player can collect repair kits to fix damage done to vehicles in the game. The player can collect the Repair kit by walking or driving over the object.

Health packs: Players use health packs to regain hit points that are lost in combat. Each health pack restores a different level of health to the player. The player gains the health pack by simply walking over it.

Time, Weather Effects, Etc

Time effects in Hero are decided by the level and mission scenario. The weather effects also vary based on this factor. Both variables are described in the mission briefing for every level, as well as the level design document.

Rendering System

Hero: Defenders of Russia uses the 3d game studio Engine to render the game. The engine uses a software renderer that emulates video drivers from within the software. This means that the game looks just as good if not almost as good as a user that is running the game on a high end machine. This also means that the user on the low end of the spectrum can enjoy the game without having to upgrade their machine. The game also should not have any visual slowdowns when played on a slower machine.

2D/3D Rendering

The game uses the 3D Gamestudio engine to render the scenes in the game. The engine uses BSP (binary space partitions) to render each section of the game. It is able to handle indoor and large outdoor levels equally well.

Camera

The camera operates differently based on the situation. The camera operates in a first person view for the on foot missions of the game. (The soldier, partisan, and squad leader missions) The camera operates in a 3rd person Chase view during the vehicle segments in the game. The camera will switch based on the situation. (I.E. if a player exits the tank, the player's view will switch from Chase to First person view.)

First Person Shooter (FPS) View

The FPS view was standardized by shooting action games. Call of Duty sports this same view. In FPS view, the camera is set at the player models' "eyes" the player is essentially placed into the world as the character. The player camera has a conical view of what is immediately ahead. The player can move the camera with the mouse as he or she moves through the level. The camera is attached to the player's view in this mode.

3rd Person Chase View

The 3rd Person Chase View is seen in many games involving vehicles. The player has the advantage of being able to see his entire surroundings at any given point of the game level. The camera chases behind the player. The camera moves forward as the player moves forward. If the player moves the mouse, the camera moves in that direction.

Fog Effects

We use fog to help increase with the game's performance. We also use volumetric fogging techniques for gameplay reasons. The fog makes the player more cautious, because the player may not know what is on the other side or in the midst of it. The fog dissipates as the player gets closer to it.

Collision Detection

The game uses collision detection of 3d game studio it is already built in. Each model has a box around the outside that handles the collision. The game calculates some type of formula to handle how collisions effect each object. This code is also the first piece of code that handles moving an object or removing an object through the world.

Lighting Effects

Lighting in Hero is highly stylized and natural. The lighting should be optimum in outdoor settings and dark in indoor settings. The game engine lighting system uses light maps to lay 2d light sprites throughout the level. We should reference materials to keep the game's

lighting in tune with what the soviets actually faced.

Lighting and Mood

The Lighting helps convey to the player what type of mood he should be in. If the player is in a dark room, then he knows that danger could be lurking anywhere. He will act more cautious. In well lit area, the player will proceed with more reckless abandon.

Lighting Models

The models will not be lit, it's too hard to do light maps on models that look correct. If we are able to come up with some technique allows us to create dynamic lighting, that would be great. Otherwise, we will take great care in lighting our levels seamlessly.

The World Layout

Overview

The world is laid out over the course of the game. Each level is played separately and takes place during a different setting. There are three main theaters of combat that the player will engage in. The player bounces between these locations as the story is unveiled. The locations are listed below.

Moscow/Northern Soviet Union: Most of these missions take place in Moscow and in the outskirts of the Northern territories.

Stalingrad: These missions take place in mostly urban settings

Berlin: These missions take place in the Russian countryside and in the cities of Germany.

For more information on specific level walkthroughs, please see World Walk through section.

Characters Overview

Hero: Defenders of Russia features several different character types who all played a special role in the war effort. There are five character types: (The conscript, the NKVD squad leader, the pilot, the tank commander, and the partisan.) Each character has a different play style and their own personal story to tell during the course of the war. Each character's

weapon and equipment will be different as well. The way that they receive their mission briefings, debriefings, and mission types will be different. Some characters may encounter one another in certain missions. In these cases, they will appear as Non-Player character actors. Each character type as well as their major differences will be listed below.

The Conscript:

Mission Briefing/ Story line: Vasily the conscript is a raw recruit. He is so new that, he has not in fact had any training. He is thrown into the meat grinder of frontline combat during Operation Barbarossa. He writes letters home to his wife to tell her of the brutality of the war. His letters were censored but, his real letters contained information on the battle at hand. He writes a letter to his wife before every battle for fear that he may never get another chance to right her again. Through these letters the player gets his mission briefings for the tasks at hand.

Available Weapons: Since Vasily is a raw conscript he only gets issued a standard rifle or pistol at the outset of the level. Since supplies are low, he has to forage for weapons around the battlefield. To this end he will start fighting with lots of German and Axis weapons.

Gameplay: Vasily's levels play a lot like Call of Duty. He is often surrounded by AI squad mates. The player has no control over them, however, and they are there mostly for ambience. The player will have some help in defeating the enemies, on hand, but in most situations the player will find him/herself alone.

Equipment: The conscript has explosives available to him to complete certain missions. These appear as items to be collected in the level. When the player encounters an object that must be destroyed using this weapon, the explosive icon will appear. (An outlined box next to the object may also appear.) To use this equipment, the player must press the use key. (Default "U") to place the charge. The timed device is then charged and the player has a set amount of in game time to get away from the object before it explodes. For more information on this equipment, please view the Equipment and Weapons Details section.

Mission Arc: The Conscript character starts as a raw recruit on missions outside of Krakhov. As the player fights to survive, he actually rises in ranks and gets selected for more dangerous missions. This character's mission Arc will take him all the way to Berlin.

The Pilot:

Mission Briefing/ Story line: The pilot is a part of the legendary night witch squadron. This is an all women's air squadron that completed missions for the soviet union. This was

one of the most decorated squadrons of the entire war. The pilot missions will take her from the frontlines of operation bar Barossa to the skies of Berlin. Illiya receives her mission objectives from her squadron leader in the form of briefings. The player will receive pictures of her target and other essential tips to help her complete the mission.

Available Weapons: Illiya is a pilot. She will pilot a variety of fighters and man the guns on bombers in certain missions. For a complete lists of the different fighters available, please see the Aircraft Section of this document.

Gameplay: The player will engage in search and destroy missions and dog fighting missions as the pilot character. The player will also take part in some on rails shooting action by manning bomber gun ports, and will be charged with escort missions.

Equipment: The pilot character does not have any equipment. Each plane has its own armament. For information on this please se the Aircraft Section.

Mission Arc: The player starts on the front of Operation Bar Barossa. The player has to defend her home base from the German Air force.

The Tank Commander:

Mission Briefing/Story line: The tank commander is one of the few officers to survive the purging. Although only a mid level, sergeant, Sergey Chekhov's comrades were carted off to secret prisons. To this end, Sergey quickly ascended through the ranks and became the commander of a tank company. He is unsure whether he will see home again. To this end he keeps a journal of all the battles he has participated in. The missions actually take place in the past. The journal entries contain all sorts of information on what they player had to do, and how he did it.

Available Weapons: Sergey drives a variety of tanks. When the player does exit the tank, he will have tanker style personal defense weapons. These weapons include: Ppsh-41, TT33 and the heavy Dp-28 machine gun.

Gameplay: the player will engage in ground based, vehicle combat missions. Sometimes the player will engage in search and destroy missions. The player will also have to have to protect convoys in escort missions. The player may be in charge of up to 3 other tanks. The player will participate in some of the largest missions of the war.

Equipment: The tank commander has explosives available to him. For more information on this subject, please see the weapons and equipment section of this document.

Mission Arc: This player starts in the Moscow theater of combat running escort missions

for halftracks. The player will later help aid the push to break the siege of Moscow and Leningrad, as well as participate in the greatest tank battle of all time; Kursk.

The NKVD Squad Leader:

Mission briefing/ Story line: The NKVD squad leader is put in charge of a four person squad of people. This person was a member of Stalin's secret services and works as a political officer in his regime. The missions of him and his squad are covert in nature. They must go deep behind enemy lines to destroy targets. This character receives briefings in the form politically charged orders from commissars.

Available Weapons: These troops represent the cream of the crop of what the Soviets have to offer. They have the best weapons and often fight with the latest equipment. To this end, they have weapons that other characters may not. These characters also have the most equipment in the game. They fight with mostly soviet made weapons, but can get German based weapons in the field.

Gameplay: The Squad leader's missions play similar to Ghost Recon. The player is in charge of a group of up to four characters. The player can issue commands that are based on context. (by pointing to the door, the non player character will open it) The player can also take control over certain characters for certain parts of the mission. Some characters may be better equipped for certain situations that appear in the game.

Equipment: The squad members uses explosives. They also have thermal scopes to see at night.

Mission Arc: The player starts in Stalingrad. The player takes part in secret missions to assassinate German leaders and eventually moves his squad to Berlin to take the Reichstag.

The Partisan:

Mission briefing/ Story line: The partisan character is not a member of the military. The partisan character is simply a civilian who took up arms against the Nazi oppressors. The partisan is not necessarily on the side of Stalin, who also persecuted his people, but his immediate problem is the German Army, and more specifically the Gestapo. The Partisan character receives his mission briefing through letters from the resistance. The player's missions will be carried out single handedly as the partisan character does not have backup in most cases.

Available Weapons: The partisan does not have the official support of the Soviet army, but he does have a wide variety of both German and Soviet weapons available.

Gameplay: The partisan character's mission play like most standard FPSes. It plays most like the early medal of honor series of games. The player is the only one participating in the mission and has no back up.

Equipment: The Partisan has explosive equipment.

Mission Arc: the Partisan missions start by defending her village and the player must later infiltrate and liberate a concentration camp.

Enemies Overview:

The player will face several enemies during the infantry purchase of the game. These enemies appear at different points of the game. The weapons they use, and the type of combatant they are, are listed below.

German Light Infantry: Main soldier in German Army. Fights with a rifle.

Sniper: Uses sniper rifle. Extremely dangerous and often hidden. Can Kill with only a few shots.

Machine Gunner: uses MG42 machine gun with rapid fire ability. Rarely will move.

Wermacht Officer: Rarely will be seen on the front lines. More common in enemy Bases. May appear fierce, however they will run inf they take too much damage. Uses pistol.

Grenadier: Uses grenade launcher rifle. Will fire at soldiers. Tries to keep distant from enemy soldiers has low rate of fire.

Ski trooper: Finnish army commando unit. Fights in winter using rifle.

Panzer Division Demo Troop: Special german Soldier specializing in demolitions. Mainly found around bombs. Uses pistol or submachine gun.

Stormtrooper Flammenwerfen: Rare German soldier who uses flamethrower for weapon. Extremely Dangerous. Can be taken out in with a well placed shot to the gas tank.

Panzer Grenadier officer: Officer in panzer division fierce opponent who fights to the death. Uses Mp40 or Pistol.

Luftwaffe Field Troop: Guardsmen that can be found around German airfields. Fights using rifle.

German Sheppard: Guard Dog of German Army. Mainly found at German guard positions. Very quick melee fighter. Can be killed quickly with pistol.

German Kriegsmarine: German Naval Soldier. Uses either mp40 or rifle.

German Citizen: Citizen of German. Not a real combatant, but will fight for their country. Uses pitchfork as weapon. Appears toward the end of the game.

Militia men/Hitler Youth: The last line of defense of Germany. They are ill trained but they will fight to the death. Fights using the panzer Faust as a weapon.

German paratrooper: Elite German soldier. Used in quick strikes. Found around airfields. Different uniforms for summer and winter. Uses german automatic rifle. STG 44. Or MG42.

German Mp: German guard. Fights with rifle. Wears German MP uniform.

Mountain Trooper: Wears mountain uniform. Uses mp40 or rifle. Very good at mountain fighting.

Panzer trooper: German shock trooper. Uses panzershrek bazooka. Devastating against tanks.

Gestapo: Secret police of German Army. Uses Smg or assault rifle. Used in death squads. Found in occupied villages.

SS Field Officer: Main field officer of German Army. Can be found at frontlines leading German troops. Fights with SMG.

Scientist: Found in research bases. Uses pistols. Weak.

Tank Driver: Driver of enemy tanks, uses pistol or assault rifle.

The User Interface:

Overview:

The interface is designed to give the player visual cues about the status of his avatar. The overview varies for each character. The pilot's interface is different than the squad leader's interface. Each interface has common elements but these objects may have different placements on the screen. The common UI elements are mentioned below. This is followed by a section that explains the differences in UI elements and placement for each characters.

Common UI Elements

This section explains all the common UI elements that appear on the screen during the course of the game. The overview section explains what each element is. The UI Content explains the types of graphics that are found in each one. For details about specific in game placement please see the next section: In Game Character UI Elements.

Main Screen

When the player starts a new game, he is immediately greeted with the main screen (after skipping the title screen, and logo screens) This is where the player begins his interaction with the game. The player has four options on the main screen.

New Game: New game creates a new game profile for the player. The player is taken to the next screen where he is greeted with the option of making the game easy, moderate, or hard. Once the player makes this choice, he must stick with it for the remainder of that game profile. (If there is anyway to create a rubber band difficulty scheme, we will try that.)

Load Game: This allows player to play a previously saved game profile. When the player selects this option he is taken to the Load Game Menu.

Options: This menu selection takes the player to the Option Screen. The player can then select from a myriad of options here.

Exit Game: The player is allowed to quit the game by selecting this menu option.

New Game Difficulty Selection Screen:

The New Game Difficulty Selection Screen is the next screen that appears after the player selects the New Game menu option on the main menu. The player has three options for setting the difficulty of the game. Each option has will launch a new game with a different

difficulty level. The options choices that the player has on this screen are listed below.

Note: Difficulty levels change how easy or hard it is for the player to progress through the game. The difficulty level changes how much ammunition and weapons the player can find in each level. It also changes the amount of enemies found in levels.

Easy: Starts the game on an easy difficulty setting. Weapons and Ammunition are plentiful, the levels are light on bad guys.

Moderate: Starts the game on a moderate difficulty setting. The amount of weapons and other player powerups are well balanced against what the player has to face in terms of enemies.

Hard: Starts the game in a hard difficulty setting. The amount of enemies are high, and the amount of powerups are much lower.

Back: Takes the player back to the main screen.

Exit: This allows the player to quit from the game completely.

Load Game Screen:

The load game screen allows the player to select a previously saved game session. The various elements of this screen are listed below.

The Load Game Tray: The Load Game Tray is where all the previously saved games will appear. They tell the player the following information: The Name of the Game, Time/Date, The Level Name, Snapshot.

The Name of the Game: Displays the player defined saved name of the game.

Time and Date: Tells the player what date and time the selected game was saved.

Level Name: Tells the player what level the game is saved on.

Game Snapshot: This shows a snapshot of where the player's character is when the game was saved.

Back: This allows the player to go back to the Main Screen.

Delete Game: This deletes the game the player has selected.

Exit: This allows the payer to exit the game.

Save Game Screen:

The **Save Game Screen** is similar to **Load Game Screen**. It has many of the same elements of the Load Game Screen. These elements are listed below.

The Name of the Game: Displays the player defined saved name of the game.

Time and Date: Tells the player what date and time the selected game was saved.

Level Name: Tells the player what level the game is saved on.

Game Snapshot: This shows a snapshot of where the player's character is when the game was saved.

Delete Game: This deletes the selected game.

Back: This allows the player to go back to the Main Screen.

Exit: This allows the payer to exit the game.

In Game Menu:

The **In Game Menu** is similar to **Main Screen Menu**. It contains the following elements: Main Menu, Exit Game, Save Game, Load Game, Back.

Main Menu: This takes the player back to the Main Screen.

Exit Game: Allows the player to quit the game completely

Save Game: This allows the player to save his current game at his current location. This also brings up the Save Game Screen.

Load Game: This allows the player to load a previously saved game. This brings up Load Game Screen.

Back: This allows the player to remove this screen from the game world, and un-pause the game.

Game Load Up Screen Descriptions:

These are static graphical screens that appear when Hero: Defenders of Russia is booted up. The sequence that the screens appear in are listed below.

The A6 Logo: We are required to display this logo at the start of every game made with game studio. We will create our own special A6 Logo.

The Nothing Like it Games Logo: The Nothing Like It Games logo is displayed after the A6 Logo.

After displaying the two logos, The player will be taken to the main screen.

Briefing Screens:

In Hero: Defenders of Russia, each character has a different briefing style and therefore a different Briefing Screen. For more information on each character's specific briefing screen please see the **Specific Character In Game GUI** section below. Each briefing screen has two elements.

Back: This takes the player to the previous screen, Main Menu. (If the player has started a game The Save Game element appear to allow the player to save or exit the game at this point.)

Continue: When the player pushes the continue button he is taken into the game world.

Specific Character In game GUI

Each character has a different gameplay style. Thus they have a different interface. The interface types for each character is listed below.

The Conscript:

The conscript character has the following In game GUI elements: Hit Points and Ammo.

Hit Points: This is displayed in the upper left portion of the player's screen.

Ammo: This displays the player's ammo for the gun that he is carrying.

Briefing Screen:

The conscript character has letters that he writes home to his wife. The letter sits in the middle of the screen. The background image is one of a table. There are other objects such as Pistols and Guns littering the table space. The main elements are the **Back** and **Continue** buttons. Both of these elements sit at the bottom center of the screen.

The Pilot:

The pilot character has the following in game GUI elements: Hit Points, Ammo

Hit Points: The hit points keep track of how much the player has left. This is represented as a plane icon on screen. It starts full and green, as the player takes damage. The green fades until the plane is empty. Once the plane is empty, the player's aircraft is destroyed.

Ammo: The ammo meter keeps track of how much ammo the player has left. This is found to the left of the player's Hit Point's icon. This icon is represent by a bullet and the numerical amount of ammunition.

Briefing Screen:

The pilot's briefing screen background should resemble an aircraft carrier or a runway. The player receives mission notes which sit in the middle of the screen.

The NKVD Squad Leader:

The Squad leader has the following GUI elements: Squad Member Portraits, Squad Member Hit Points, Ammo,

Squad Member Portraits: This shows the player each member of his squad. A green outline appears over the player's current squad member.

Squad Member Health Indicators: There is a small health indicator next to the squad member's potraits not in the players current control. As the squad mates take on damage, this changes from yellow to red. When the player's characters have take too much damage a Red X appears over the non player's character's face. The numerical amount of health

appears in the lower right had section of the screen.

Ammo: The Ammunition indicator lists the amount of ammo the selected squad mate has In his current weapon.

The Squad Leader Briefing screen

The Squad Leader's Briefing screen has a letter in the middle that briefly describes the objectives. There are also pictures of the squad selected for the mission, their names and specialties are displayed. The Squad Leader's Screen also shows pictures of the objectives in question.

The Tank Commander:

The tank commander has the same in game interface as the Squad Leader. The player may be in command of up to 3 other non player tanks. The in game GUI has the following elements. Tank Squad Portraits, The Tank Squad health indicator, Ammo.

Tank Squad Portraits: This shows the player each member of his squad. A green outline appears over the player's current squad member.

Tank Squad Indicators: There is a small health indicator next to the squad member's potraits not in the players current control. As the squad mates take on damage, this changes from yellow to red. When the player's characters have take too much damage a Red X appears over the non player's character's face. The numerical amount of health appears in the lower right had section of the screen.

Ammo: The Ammunition indicator lists the amount of ammo the selected squad mate has In his current weapon.

The Tank Commander Briefing:

The tank commander keeps his journal. His journal is about the battle that happened in the past tense. The journal sits in the middle of the screen. The background is either a snowy forest, or a broken cement texture.

The Partisan:

The partisan has an interface similar to the conscript character. This character has the

following GUI elements: Hit Points meter, Light meter, Ammo

Hit Points: The Hit Points meter is a numerical meter that displays the player character's number of hit points. This number starts at 100, and steadily decreases as the player takes damage. When this number reaches zero, the player dies.

Light Meter: Stealth plays a huge role in the partisan's game. The Light meter appears and allows the player to know just how exposed he is. If the player is in pure light, the light meter bar is white, if the player is in the dark, the light meter light is black. The light meter sits on the left hand side of the screen.

Ammo: The player's ammunition and the current weapon that the player is holding. The ammo graphic is a picture of the current weapon, and numerical indicator to show how much is currently in the weapon.

The Partisan Briefing Screen:

The Partisan character's briefing screen is a wooden table. The resistance leader mission briefing letter sits in the middle of the screen.

Weapons

Weapons Overview

Weapons play a huge role in the world of Hero: Defenders of Russia. All of the first person segments of the hero series uses infantry weapons. They are described below. This section describes both the Axis/Soviet Weapons in the game. For complete statistics about what these weapons can do, please view the excel document: "Weapons". The player can only possess one of each weapon type at a time. The player has the option of swapping a weapon type found during a level for a weapon currently in his possession. (Ala Call of Duty or Medal of Honor)

Pistols:

Mosin Nagant M1895: This Soviet Five shot revolver, is a close combat weapon. Most powerful pistol in the game. Effective on any part of the body. More common than the Tokarev TT33. Officer's weapon. Which means it's found mostly on Soviet commissars.

Uses pistol ammo.

Tokarev TT33: Semi Automatic pistol. This is an 8 round box magazine. Issued to armored units and air units. Less powerful than Mosin Nagant M1895 but shots can be fired faster.

Luger P8: Semi-Automatic pistol officers weapon. German weapon combines power and fire rate of two soviet pistols more effective against heads.

Rifles:

Mosin Nagant 1930: Main Weapon of Soviet Army. Semi automatic rifle. Can't be reloaded mid clip. Good rate of fire. Most common weapon.

Tokarev SVT40: Sniper Rifle. Semi Automatic. Very rare. Slightly higher rate of fire than KR98 sniper . 10 round clip. Very loud weapon.

Kr98 Sniper with Silencer: German sniper rifle. Longer range than SVT40. More Power sniper rifle. Lower rate of fire than SVT40. Can have silencer for quieter shots. Bolt Action rifle.

Kr98 Grenade Launcher: German infantry rifle with grenade launcher attachment. Lower rate of fire. Good against infantry, less effective against tanks.

Kr98 Rifle: This is the standard rifle of the German Army. This bolt action rifle is a very accurate weapon. It has a slower rate of fire than the Mosin Nagant. It is also a quieter weapon than the Tokarev SVT40. It has only a five round bolt action clip, it can also shoot further than the Mosin Nagant Rifle.

Automatic Weapons:

Ppsh-41: Submachine gun. Basic Infantry weapon. 32 round drum clip. High rate of fire. Short range. High accuracy.

Mp40: German submachine gun. More powerful than Ppsh-41. Less accurate due to blowback. Best when fired in short bursts. A short range weapon.

DP-28 Machine Gun: Light Machine gun. Highest rate of fire of automatic weapons. Uses 50 round drum clip. Longer range than Mp40 or PPSH.

STG 44 Assault Rifle: German Automatic rifle. Longer range than MP40 and PPSH. Rare on eastern front. Usually possessed by advance German storm troopers.

Grenades:

Frag Grenades: Regular anti personnel weapon. Ineffective against tanks.

Stielhnd Grenades: German stick grenades. Slightly more powerful than frag Grenades.

Molotov Cocktails: Explosive incendiary weapon. Good against Armor and infantry.

Heavy Weapons:

Flammenwerfer T: German flame thrower. Good against infantry. Slightly effective against armored vehicles to 10 second ignition clips power this device.

Lend lease Bazooka: American Weapon. Lent to the soviets for use against Germans. Great Against tanks can only fire one shell at a time.

PTRS-41: Anti Tank Rifle. Semi Automatic weapon. Less powerful than bazooka. Higher rate of fire than Bazooka. Longer range than Bazooka 5 round magazine.

Panzer Faust: One shot anti tank weapon. More effective against armor. One shot weapon. Disposable. German Anti Tank weapon.

Stationary weapons:

These are weapons that cannot be moved they can however be used from that position and carry incredible firepower.

Mortar: Stationary anti-tank weapon, has spread effect. Usually has a predefined number of shells.

MG42 Machine Gun: German Machine has high rate of fire and unlimited number of bullets. Restricted firing on 180 degree angle.

Nerberwurfer. German Artillery weapon that has devastating rocket attack. Can be used to fire long range attacks. However has very slow rate of fire.

Aircraft Overview:

German and Soviet aircraft are displayed predominately featured in the pilot portion of the game series. Certain fighters have more armor, move slower or have a better range than others. Please view the excel document "Aircraft" for more information.

Soviet Aircraft:

IL-2 Strumovic: Russian all purpose fighter/tank buster. Has balanced ground attacks. Used for tank destroying and short ranged escort missions.

LAgg Yak: Russian fighter. Suited best in air superiority and dog fighting roles. Does not do well in ground to air combat. Not as strong as the IL-2.

Mig-3: The Mig 3 is another good all around fighter. It is used in higher altitude dog fights and escort missions.

Spitfire: An English built fighter. One of the best air to air fighters the player can use in the game. Used for long range missions and combat air patrol.

Pe-2- Russian bomber: But has a powerful ground attack. Has limited air attack.

German Aircraft:

Ju-87 Stuka: German dive bomber aircraft. Powerful bombing attack. Does not do well in air to air situations.

Me 109: Basic German fighter. Is capable in both air to ground and air to air combat situations. Not stronger than the FW 190 in air to air, though best all purpose aircraft.

FW 190: German Fighter. Not as common as Me 109 but more strong in air to air combat. Is virtually weak against ground attack. Used mainly in defense of Germany in later missions.

Me 262: German jet fighter. Not seen on Russian Front, but in German missions. Faster than FW190 and more powerful than me10. Not as stable as other aircraft.

HE 111: main bomber in German fleet has no air attack but powerful ground attack.

Vehicles

Hero: Defenders of Russia has a several vehicle segments. They also play a huge role in the single player first person shooter portions of the game. The Soviet and German Vehicles are listed below. For statistics, please see the “vehicles stats section” of this document.

German Half Track: German troop transport. Has mounted Machine gun making it extremely dangerous.

German Tiger Tank: German medium tank, extremely dangerous to infantry. Has low rate of fire. More resistant to ant-tank rifle. Weaker against bazooka.

German Panther Tank: German Light Tank. Has thin armor, making it susceptible to flamethrower and Anti-Tank weapons.

King Tiger Tank: German Heavy tank, more powerful than tiger tank has higher Hit Points. More susceptible to bazooka and tank guns.

Soviet Weapons:

Russian T-34: Medium tank of Russian army. Study, susceptible to German panzer Faust.

Russian Anti Aircraft: Mobile Russian Air defense weapon. Powerful attack but limited health.

Russian Truck: Main transport vehicle in Russian Army. No attack and very limited health. This vehicle must be protected at all costs. It is used in mostly in escort missions.

The Single Player Game Experience

In Hero: Defenders of Russia, the single player game experience is the key. The single player game is basically what this series of games is all about. The game is basically broken down into episodes, each episode is designed to function as its own single player gaming experience. Each single player episode is about a different soldier type. Sometimes character types will overlap and appear in other episodes. For example the tank commander may appear in the conscript's Kursk mission. In cases like these, they appear as non player characters and help the player achieve his character's mission. This document contains a walkthrough of each episode. This explains what the character can do and what missions he will have to complete to finish the particular episode.

Hero: Episode 1: The Journey Home

Episode Back story:

Hero: Episode 1: The Journey Home is a fictional account of Yuri Kirlenko. He is a soldier fighting on the frontlines of the Eastern front during the opening of Operation Barbarossa. During the 1941 push of the German army into the Soviet Union, Kirlenko's unit is encircled. After attempting to one last push out of the city Yuri's entire unit is encircled. He has no hope and no way out. He decides to fight his way as far home as possible to see his loved ones again. Along the way, Yuri will face many Germans as he fights his way deep behind enemy lines. His entire journey is captured in his journal.

The Player's Mission

The player's Mission is to get Yuri back home. The player will do this by following the mission objectives in each story line. The player's mission begins in the suburb of Krakhov in the Ukraine. His first mission will be to simply survive. Later the player's mission will range from killing German Officers to Infiltrating a rail yard. The player is informed about the mission's objectives via the character's Journal. This is presented at the beginning of each mission.

Hours of Gameplay and Length:

The gameplay should take about 10 hours. The game itself consists of 8 Missions and 19 levels. Each level has separate sub objectives that the player must complete in order to move to the next level.

Victory Conditions

The player wins the game by completing all the given levels mission objectives. Once the player does this, he advances to the next level, this continues until the player has completed the entire game.

Episode Mission Summary:

Mission 1: Yuri's and his fellow soldiers are trapped inside a town in Poland. He has no choice but to surrender or to fight his way out of the conflict. When the rest of his unit is killed, Yuri must make the difficult choice to escape on his own.

Number of Levels: This mission has 3 levels, **Downtown, the Church** and the **Outskirts of the Town**

Mission Outcome: The player finds a **German recon map** that lists the location of the Russian Front, Yuri decides to head for that location in hopes of finding the rest of the Red Army.

Mission 2: Yuri finds himself in the middle of a forest after escaping the town. Yuri decides to try to find the Russian Lines that are outlined in the **aerial map** that he stole from the **German base in the church**. He does find the Russian troop line but it has been overtaken by the Germans. The player must fight his way through this to a town **believed to hold partisan troops**

Number of Levels: 3 Levels **The Forest, the Trench Lines** and the **Farmland**

Mission Outcome: The player will fight his way through the German Lines to a farm town. The map lists the Farm town as a possible locations of Partisan activities.

Mission 3: Yuri knows that although partisans have no allegiance to the Red Army, they hate the Germans even more. Yuri further knows that he can convince them to help him get home. But first Yuri must infiltrate the town and help the Partisans **Kill the German SS** that is terrorizing the town.

Number of Levels: 3 the **Countryside, The Town, and The Town square**

Mission Outcome: Once Yuri helps the partisans remove German presence from that town, they will help him with information. The partisans tell Yuri about a rail yard that is running supplies back to Moscow city. They also give Yuri a **Map of the Rail yard**

Mission 4: To help the partisans finally rid the town of the German presence, Yuri agrees to storm the mansion and kill the SS troops found inside. He also finds things that will vital to his upcoming mission to hide in the rail yard.

Number of Levels: 2 The **Outskirts of the Mansion, and the Mansion**

Mission Outcome: Once the player has killed the officer inside the mansion, the player will get the **Uniform, The Keys, and the officers credentials**. The player will be able infiltrate the stockyard with this information.

Mission 5: With a map in hand, Yuri off for the Train Yard. He must first infiltrate a German rail yard which is under German control. The Germans are using this factory/rail facility to create supplies for siege of Moscow. Yuri decides to stow away on one of the trains to get back home.

Number of Levels: 3 The **Factory, The Main rail yard, The switching station/Train**

Mission Outcome: The player successfully stows away on the train. The train stops just outside of Moscow. Although Yuri is close to home, he is still deep behind enemy lines.

Mission 6: Yuri is almost home, but he still is deep behind enemy lines. The area the train leads him to is a staging area for the German offensive against Moscow. He cannot let the tanks and other supplies get to the front.

Number of Levels: 2 **The Small Town, the Stag Area outside the town**

Mission Outcome: Yuri has single-handedly helped stop a huge German advance.

Mission 7: After fighting through the small suburb outside of Moscow, Yuri is nearly home. He just has to get through the countryside, which is dotted with German artillery.

Number of Levels: 1 Small Farm Town

Mission Outcome: After destroying the final part of the German offensive, Yuri is able to escape to the Russian Lines in a truck.

Mission 8: Yuri is greeted by his Russian Commissars. He tells them vital information about the German attack. The Soviets decide to use Yuri to infiltrate their lines and create havoc, before a Russian counter attack. Yuri is to escape before during the next German night attack.

Number of Levels: 2 **The Russian Lines, the German Lines.**

Mission Outcome: Yuri's infiltration helps create confusion among the German lines. Yuri is able to return home to his family after completing the mission. Yuri's heroic sacrifice helps the Germans repel the attack at Moscow. He is truly held as a Hero of the Great Patriotic war.

Hero: Episode 1: The Journey Home

Episode 1: Mission 1: Level 1

Mission 1: Level 1 Setting: Suburbs of Kiev, Ukraine

Mission 1: Level 1 Back story: Yuri decides to escape capture and risk being killed as he flees for home. He decides to head the last known location of resistance in Khrakov, the town church. His hope is to meet up with any other fellow soldiers who may still be alive.

Mission 1: Level 1 Walkthrough

The level begins with the player in a room. He is equipped with only a rifle. His first task is to fight his way out of the building. There are several pickups (ammo and grenades) on the first two floors of the apartment complex. The player first encounters a group of German light infantry in the hallway of the first floor. After the player dispatches those guards, he will have to face a truck full of light infantry guards who are parked just outside the building the player is inhabiting. The player must kill these guys before he can move on. Once the player kills the soldiers, he gets a German Mp40 SMG. His next task is to traverse the narrow rows of buildings in the second section of the level. There are no guards in this section. It gives the player the chance to rest and restock. (I may place some pickups in this section. The player then comes to a dead-end. It is an apartment complex. There's a small door in which the player can open. There is a German soldier waiting in the hallway. This will be the player's first encounter with close quarters combat. The next group of soldiers are around the corner and next to the stairwell. There is a small apartment to the left. The player enters to grind a German SS officer and a few soldiers. After the player kills the guards and the SS officer, he gets a P38 Luger. The player can exit the apartment through a hole in the wall of the apartment. There is a German light infantry soldier waiting around the corner of the hallway. After the player kills him, he can head to the exit.

Once the player clears the other side of the apartment, he'll be dumped into another street. This street gives way to another narrow corridor. The player can enter some of the buildings in this location. He should expect moderately heavier resistance as he gets closer to his goal of the church.

Mission 1: Level 2 Setting: The Church and Catacombs

Mission 1: Level 2 Back story: Yuri is stunned to learn that the Soviet position has been overrun. Despite being cut off from any type of support, Yuri decides to move forward. He knows of a secret exit that he can use to get free of Khrakov.

Mission Objectives: - Take out the Machine Gun positions - Escape through the catacombs- Steal the German Intelligence documents.

Mission 1: Level 2 Walkthrough:

The player begins this level right outside the church cemetery. He must first traverse the wide line of tombs and mausoleums. He faces increasing fire from the front of church area. This is the scene of the German machine guns. There are guns on either side of the front of the church windows. The fire is coming from the second floor. The player can use the gravestones and memorials as cover from the fire. There are also plenty of craters and dips from the natural bombings of the town.

Once the player reaches his church he will find that the front door has been barricaded. The only way in will be through the side of front. The player will face his first resistance on the other side of this wall. There are few light SS soldiers playing cards or doing some type of idle activity on the other side of the wall. Once the player kills these guys, he will have ammo for his SMG. There will also be a health pack in the room so that the player can recharge himself. The next room is that main lobby of the church.

The church lobby is the area where the player will face his first real challenge. The church lobby is a long hallway. There are several German soldiers in this area. The ones of the main floor fight with submachine guns. The hallway has several pillars that will serve as cover as the player fights through this area. The lobby hallway leads to the opening of the main church. There are church benches toward the center of the church 1st floor. The hallways expand into a rectangular form. There are props such as the confessional toward the near wall of the hallway. There is also a stairway that leads to the balcony area.

The balcony area is an optional area for the player to explore. There are a few German guards there that can make the player's life miserable as he heads toward the center of the church. They will do this by firing on the player with their rifles. If the player decides to go on to the balcony, he can dispatch these guards, and find health and ammo powerups.

As the player moves forward to the church altar, he will have to use the cover of the pillars and benches. Eventually the player will be able to clear the main sanctuary area. To the left the player will find an exit. This exit leads to the offices of the Pastor. The Germans are using this area as their forward command base. There are 4 rooms in this hallway. Two rooms contain a few German soldiers. The second room on the right side contains the **Pastor's office**. This is a small area that has a desk and some shelves. This area has a German officer, and a few guards. Once the player dispatches these guys, he will find the **German Battle Plans**. After completing this objective, the player can return to the main hallway area. The office right across the hall contains a small **book stack area**. This area is a small rectangular area. There are a few bookshelves that the player can use for cover. This area also contains powerups and a few guards. Once the player dispatches them, he will find a switch on the right wall. When the player presses this switch, a bookshelf exit will open. This leads the player to the catacomb area.

To the player's surprise, there are a few guards who have found their way into the catacombs. This area is basically a long hallway. There are a few side areas that contain coffins and other assorted things that would be found in a catacomb. Once the player clears this section. There is a hole in the catacomb wall on the left of the area. This hole leads the player to the sewer system and the end of the map.

Mission 1: Level 3 Settings: The Suburbs

Mission 1: Level 3 Back story: Yuri finds himself outside of the sewers and into the residential district of Kiev. He is almost free. If he makes it to the forest he can find the rest of his fractured army unit, and perhaps freedom.

Mission Objectives: - Disrupt German Radio Communication, - Escape to the forest

Mission 1: Level 3 Walkthrough

The player begins this level in the center of the Freedom Square in the center of Kiev. The freedom square is surrounded by very large buildings. They have been ruined by heavy bombing from the German Luftwaffe. The sewer lets out into an alley. This alleyway has 2 buildings that are connected via fire escape on the second floor. The player can exit this area by going through the door on the left wall.

This will lead the player to the second area. There are a few Germans right past the main building. After the player dispatches these guys he can move to the next section. The main path to the street below is blocked. It is filled with debris and rubble. The player can go to the second floor. When he gets to the second floor of the left side he must go to across the narrow bridge. This bridge is created from a combination of rubble and twisted metal. Once the player gets across He will be inside of another bombed out building. There will be some type of resistance inside of this room. There will be a few guards inside this building. Once the player kills all the guards in this room, he can move to the next section of this floor. The player will get to the middle of the room. There is a huge hole in the wall there.

The player can jump across this hole. There will be a few snipers in the building across the street. The player can use the cover of the walls of the apartment complex. Once the player jumps across, he will be able to return fire from the windows. He will find some ammunition and health powerups in this section of the level.

To exit this section of the level the player must go through the door at the end of the room. There are 2 enemy soldiers on the other side of the door. Once the player dispatches these 2 soldiers, he can get some ammo for his weapon and proceed to the next section. The player will have to go down a set of stairs. There are about 3 German rifleman and SMG carrying storm troopers waiting for the player in the room below. There is a hole in the stairs that the player can shoot through. Once the player dispatches these guards, he can go out into the street.

The Street is home to a machine gun position. The player must use the rubble and destroyed cars to get across to safety. Once the player runs across to the other building, he can go upstairs and find the German 98k with a Scope. This bolt action sniper rifle will allow him to shoot and kill the machine gunners that are found in the remainder of the level.

The player can use the sniper rifle to take out the machine gunners from the second floor window. After the player destroys this obstacle he can move on to the next challenge. Once the player goes past the machine gunner and the wall, he will face another machine gun position that is perched in the second floor in the building window. After the player dispatches that guard he has to cross a courtyard.

This is the town square. It is massive The player can use the rubble and the fountain in the middle of the square for cover. As the player works his way across he will face trouble from all sides. His main objective is to make it to the building directly to the north of the square fountain. He must get through this area to get to the bridge that leads to freedom.

The player can however, enter the building on the right side of the area. This building will have powerups, He can also dispatch his enemies that are firing on him from the square.

Once the player reaches the side of the building, he can go in to face the SMG gunners waiting for him on the other side. He can use grenades to clear the room, or enter with an SMG. Once the player clears the main hallway, he can proceed to the next level of the apartment complex. The player can traverse 3 nearly identical floors of the apartment complex. When the player gets to the third floor he will face more resistance.

At the end of the hallway of the third floor is an apartment that player can enter. The player will get attacked in close quarters by more German soldiers. Once he kills these guards, he can continue moving toward his goal. He will find a hole in the wall in the kitchen. This leads to the next apartment complex.

After fighting his way through the third floor of building number 3 he can go down the stairs to floor 2. Once he get to floor 2 he will find a working elevator. He can take this down to the bottom floor of the apartment complex. Once the player does this he can exit the building through the maintenance area. He will face some token resistance in this area.

Once he makes it through this zone, he will be on the loading docks. The loading docks leads to the bridge out of town. The player will face more resistance here. Once he dispatches these guys he can cross the bridge and exit the level.

Mission 2: Level 1 Walkthrough:

Mission Setting: The Forest between Kiev and the Ukrainian Countryside

Initial Mission Objectives: Get to the Russian Troop Lines,

In Game Updated Mission objectives: Find the Ukrainian Village

Backstory: This mission begins with Yuri on the outskirts of the town of Kiev. After finding out that the survivors of the German encirclement had fled, he decides to make for the last known command post that is mentioned on the MAP That he received in the last mission. (Mission 1 Level 3).

Available Weapons: Mp40, PPSH, KR98, P38 Luger, Mosin Rifle, Grenades

Player Starting Weapons: Kr98, Mp40

Enemies Encountered: German Rifleman, German Machinegunner, German Submachinegunner, German Officer.

The player begins this mission in the lower corner of the map. He is already equipped with a soviet rifle and the German Mp40. The first section of this map is a twisting and winding forest. The player will face German Riflemen and German Troops with SMGS.

The main route of this main area goes straight, Right, Up, Left, up right. The only real obstacle in this area are the trees. There are also a few small inclines in which the rifleman will shoot at the player from. Toward the end of this area the, the player will see enemies using foxholes to shoot from covered from covered positions. The player will use his to rifle to take the enemies out from a distance. At the end of the first section the player will encounter an enemy machine gun nest. The Germans are firing this gun from the trench lines that were once used by Yuri's old Army unit. The player can use the foxholes for cover. Once the player gets closer, he can use his rifle to take out the gunners at point blank range. He can also go around the bush on the left hand side of the section 1 exit. He can find a secret entrance to the trench system here. Once the player dispatches this threat he can move into the second section of this level.

Section 2 starts at the trench entrance. This area is composed mostly of an open air trench system. The player will use his submachine gun mostly in this area of the map. The trench system consists of three trench lines dug from left to right. They have several above ground steps, and they also have some small areas that go underground. These areas are places where the player can find powerups and ammo. There are also Germans resting in these small barracks.

When the player enters the trenches from the (side entrance) He will see a staircase directly ahead of him. This staircase leads up to a small area. The area is completely enclosed by barbed wire. There is a small command post that has a German officer and a few SMG carrying soldiers. Once the player dispatches this threat he can search the room. He will find the Officer's Diary in the right and corner on the dead officer's desk.

The Conscript Episode 2 (Titled: Waking the Giant)

Episode Back story:

In this episode “Waking the Giant” the player will inhabit the role of the conscript who is a raw recruit from the Ural mountains. He is tossed into the lines in a pitched battle to defend Khrakov. The Germans have just begun operation Barbarossa and are pushing across the Russian steppe in a bid to capture Moscow before winter. The player and his fellow soldiers are one of the few bastions of resistance that is keeping Hitler from his goal.

The Player’s Mission:

During the player’s desperate retreat from the lost cause of Khrakov, he and his comrades will be forced to take part in missions that will frustrate the German army as they initiate a fighting retreat toward Moscow.

Hours of Gameplay

The gameplay should last about 6-8 hours depending upon the player’s level of skill. The Goal of the game is to make mission objectives as clear as possible, that should cut down on the player being lost and not in action. The experience is designed to be fast paced but the levels should take the player about 8 hours to complete all 10 of them.

Victory Conditions

The player wins the game by completing all the given levels mission objectives. Once the player does this, he advances to the next level, this continues until the player has completed the entire game.

Hero Episode 2 Walkthrough

Episode 2: Level 1

Level 1 Setting: The town of Khrakov: The suburbs

Level 3 Back Story: The player has started to escape from Khrakov, he runs into his

company's CO. He is tasked with taking a position in the church that is being held by a German machine gunner's nest.

The player starts the map in the center of a suburb. He is behind the ruins of a building the player's first task will be to find a way out of this place. There is a door toward the center of the room on the far right. Once the player exits, he is on a street that's facing a short row of buildings. Once the player rounds the corner, he faces his first tank challenge. There is a small house to the right of the tank, the player can run in and find an anti tank gun. There is a group of enemies in the house and the player must kill them to get to the second floor. Once the player does this, he must backtrack outside and pass the destroyed tank. The street is another area of rest for the player. When the player turns east, he will spot a battery of anti tank Aircraft. The player must knock out both batteries. The AA guns are on the left and right side of Khrakov's Massive square. Each gun is protected by an MG nest. Luckily for the player, the town square is surrounded by buildings and rubble, these provide the player with nice cover for sniping. The only problem is that these areas are also filled with Germans who are using the town square as their base of operations. The player can use his rifle on the outside and his MG42 on the inside of the structure. These make his job a little easier. Inside the town square hall are many rooms. The main hall connects the player to all the rooms on the first floor. There is a stairwell at the end of the hallway that connects the player to the second floor rooms of the possible rooms, the player can enter are: a file room, a book stack, a restroom and a large conference room. The conference room windows look out on the courtyard and is a great sniping position. The door is on the north-south hallway on first floor leads to the courtyard. There is another tank that is very close to that door. The player must go out there and destroy the AA weapons but only after he steals the demo charges from the second floor of the court building. It's also a good idea that the player explore the building to find pickups and snipe the enemies outside. After all three guns are destroyed, the player can exit the map via a small clearing on the upper right hand side of the level.

Episode 2: Level 2

Level 2 Setting: Rail yards outside

Level 2 Story: After surviving the initial onslaught of barbarossa, the player is charged with scouting a rail yard that is held by the Germans. The player not only finds a major artillery dump, he finds a rail gun that could strike at Moscow itself. The player knows that if the Germans are attacked, they will move their rail gun far away. The player knows that he must attack and destroy the giant gun now.

The player begins the map on the outskirts of a rail yard. He must first find his way to the gates. The player starts with a machine gun, (PPSh-41) and a Mosin Nagant Bolt Action Sniper Rifle. The player first task is to eliminate the guards who are at the front gate. They

are posted in watch towers with searchlights. And are manning Machine guns the player can use his new rifle to take these guards out easily. Once the player does this however, an alarm sounds and guards flood the area. The player must subdue the guards and turn off the alarm. (Note: Alarms are peppered throughout the level, if the guard becomes alerted, the guard will run to the alarm and activate it. Guards spawn in certain spots until the player shuts off the alarm) The first complex features very tight rooms. At the end of the first hallway is a set of stairs. On the second floor hallway is another set of stairs there is also an office on the second floor in which an officer is hiding. The player must go kill the officer in order to take his pistol. After the player heads downstairs, he is greeted by a machine gun nest. The player can use newly acquired Frag grenades to remove this obstacle. There is a room directly behind the machine gunner that houses the radio room. The player must destroy the equipment before moving on. There is a hallway that leads the machine shop at the end of the Mger hallway. There are a few more guards outside and in the garage area. There are train cars outside. The garage and the machine gunner's nest perched at the top of a far off building. The player can choose to either avoid detection, or take the gunner out with his sniper rifle. Doing the latter will alert the other guards, the player can navigate the maze of rail cars but will find other obstacles. Once the player makes it to the door, of the second building, he must go upstairs. Once the player clears the room, he must go across the bridge, down the stairs and out the door.

Episode 2: Level 3 (2nd part of rail yard level)

The player starts the mission in a gangway. His first task is to sneak into a rail house, once the player is past the guard, he must destroy the rail car housed in it. There are rail cars scattered throughout this part of the level and the player must destroy them all. This area is open and filled with patrolling enemies. The player can take them out with his sniper rifle or get in close and use his Machine gun. After clearing this area, the player can move on to area 2. This is the rail house area of the map. There are offices in the first part of this area. The only major obstacles are squads of troops stationed in the giant room toward the end of this area. The offices have only minor enemies and power ups. After the player clears this area, he can move on to the main floor of the rail house. Below that is the lower level of the complex. The two are connected by a long tunnel filled with enemies when the player reaches the bottom of the tunnel, he will find another large room the facility has two floors, the player must set a charge on the munitions on the second floor, and then set a charge in five spots on the rail gun itself. The rail gun is on the first floor of the building. It is a huge machine with two levels. The enemy troops are positioned along the gun's deck. There is a machine gun nest on the front of the deck which makes the player's job to clear the deck a bit more difficult. The player can use a combination of the MG and grenades to clear the deck once the player plants the bombs, he must escape. There is a tunnel on the front left side of the complex. The player must make a break through the tunnels, at the end of the tunnels the player will find a ladder that leads up and out of the facility.

Naming Convention:

Levels in Hero: Defenders of Russia are named such that it is the Initial of the game name the episode number, the mission number, and the level number. So Hero Episode 1 Mission 1 Level 1 would be: HE1M1L1.