

Rebellion

general:

Setting is sci-fi inspired by half life 2

2 factions rebels and the military.

Primary resource is people

Amount of people joining depends on how much they like/hate each faction and other things like certain buildings upgrades and abilities.

for military secondary resource is energy which is gathered by buildings which cost manpower.

For rebels secondary resource is scrap which can be gathered by buildings again with manpower.

Or by stealing stuff from both civilians or the military.

maybe: rebels get technology or unlock technology by stealing stuff from military/dead soldiers.

The entire map will be a village/city, and the whole map will be full of civilians.

both factions can build all kinds of buildings and units.

And both have various upgrades that unlock new units, buildings and other upgrades.

gameplay:

If the military kill civilians it will make people hate them more reducing their manpower income.

most rebel soldiers look just like civilians.

The amount factions are hated/liked based on who is killed by who should be determined by playtesting to create the correct amount of risk vs reward.

It's up to the player to micro rebels to look like civilians when soldiers are near.

Rebels get to ability to walk or run.

Most civilians will walk but they will randomly run.

Civilians will also randomly do other things that rebels are more likely to do, like gather scrap and maybe even attack things.

The military should be trying to hunt down rebels and prevent them from building infrastructure.

The rebels should be trying to hit military weakpoints and ambush soldiers.

military will slowly be hated more and more and rebels will be like more and more.

Eventually turning the game into allout war.

The game will have line of sight system where units have a circle of vision around them but all obstacles will block that vision.

Houses and other buildings will not be seperate entities on the map but will consist of wall windows and doors on the map level as such buildings will not usually be shown with roofs.

The map will have several levels for buildings with multiple stories and some maps will also have an underground level with subways/sewers.

Mapping will be very important for this game since the amount of buildings changes how easy it is to hide for rebels.

Rebels:

Buildings:

Starting Building: Teleportation lab: allows rebels to teleport units from teleporter to anywhere on the map.

Recruitment stand: increases manpower income.

Scrapyard: passively generates scrap income

Firing range: Create soldiers.

chopshop: create vehicles

woodenplank: allows rebels to create a bridge between pieces of empty terrain can pass between vertical levels.

Lab: research some upgrades and maybe some robotic units

barrier: similar to wall but less strong.

Units:

Worker: can gather scrap, spread propaganda and make buildings. buildings are required to be manned by workers. optional: can be turned into soldier by expending scrap.

Soldier: can be changed to have lots of different types of weapons, ammo, grenades, armor and other miscellaneous items. Can also holster to hide weapons, unholstering takes time.

Friendly alien: all kinds of special abilities.

buggy: basic fast vehicle with limited firepower.

APC: makeshift apc variant for transporting infantry quickly.

ATGun: heavy weapon for taking out military armor moves slowly.

Anti vehicle balls:

Abilities:

rebels can steal military vehicles, weapons and technology

Upgrades/technology:

Weapon upgrades: revolver, smg, shotgun, assault rifle, sniper rifle.

Military:

Buildings:

Starting building: citadel: can create various units and produces energy. + some abilities

Artillery:

Headcrab launcher:

Walls and gates:

Energy generator:

LMG emplacement:

Armory: for infantry and infantry improvements

Vehicle factory: create vehicles

Synth factory: create synths

unnamedBuilding: create powerful overlord alien.

Optional: Incubation chamber: for antlions and headcrabs maybe

Units:

worker used for building and required for most buildings to function.

Camera bot: for surveillance

Soldier: generic well armored soldier.
Elite soldier: possibly upgraded form soldier.
APC: with LMG and rocket launcher
Helicopter: with HMG and mines.
Gunship: with MG
Dropship: with LMG
strider: LMG and AOE laser ability
Optional: Hunter

Abilities:
Spider mines

Upgrades/technology:

Features:
Campaign:
First mission: the invasion of earth.

Skirmish mode:

Online multiplayer: