

Project:

ROSA REVIEW

“Carpe Noctem”



Briefing:

With every nation hosting a standing army and ever-so-skittishly resting their fingers on nuclear launch buttons, it goes without saying that the world is on edge.

Still, we have a nation to run and must advance our nation's status past that of our adversaries. To do this, we must take action to gain knowledge. We must learn what our opponents know - about us, about themselves, and about anyone else. However, any public move taken will undoubtedly lead to all out war...

That is where you come in.

We are assigning you the position of Executive in our top-secret Redacted Operations for Security Agency, or **ROSA** for short. Your responsibilities will be simple: to learn all information that our opponents know. You are clear to do whatever is necessary - kill, steal, blackmail - as long as you can do this behind the public eye. You **must** get us that intel.

Because in the world we live in now . . .

Information is Everything.

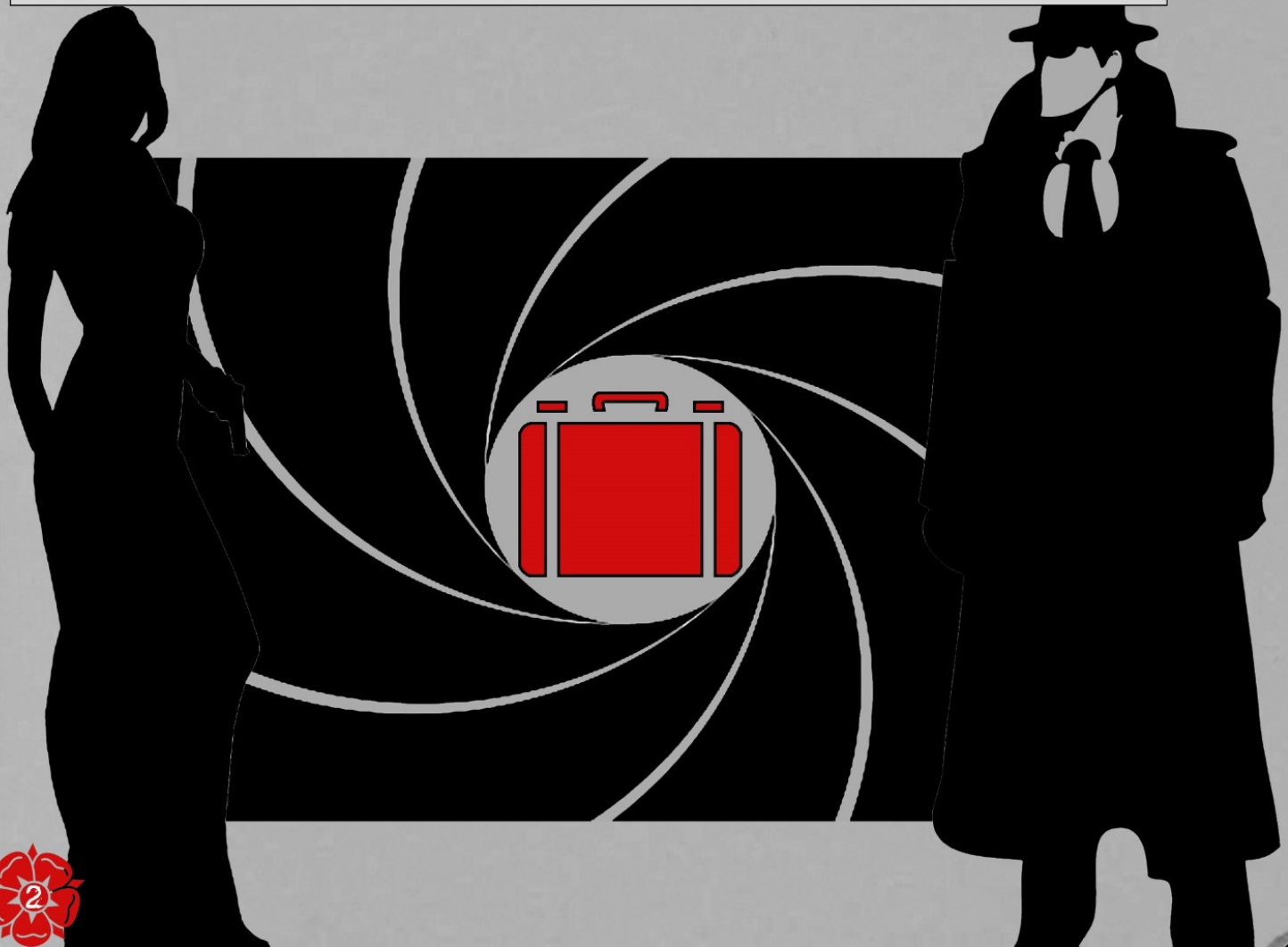


Premise:

Rosa Review is a real time strategy game where *stealth* is a player's greatest asset. That is because in Rosa Recall, stealth is the suavest smile, the sweetest nothing, and the sharpest blade.

For the Executive at the top of an agency, the objective is straightforward: harvest resources and build up their base of operations to the point that they can train up and sneak 10 operatives into the opposing agency's base to steal 10 packets of highly classified information.

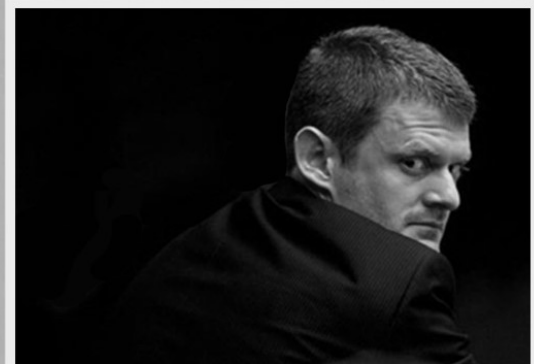
But when the opposing agency one is stealing from is privy to this and has the same, albeit inverted, plan, this game of intrigue now has everyone on edge.



Theme and Tone:

Rosa Review forces players into a highly objective mindset. Each resource, building, and person is a means to an end. But despite that lack of sympathy towards their assets, a player should attach an objective value to each of them, as if they are all pieces in an elaborate game of chess. Players must feel a sense of loss upon losing a unit or building, but this feeling of loss should not stem from sentimental value, but instead from objective value. Players should start to develop a sense of apprehensiveness toward every action taken by them and their opponent.

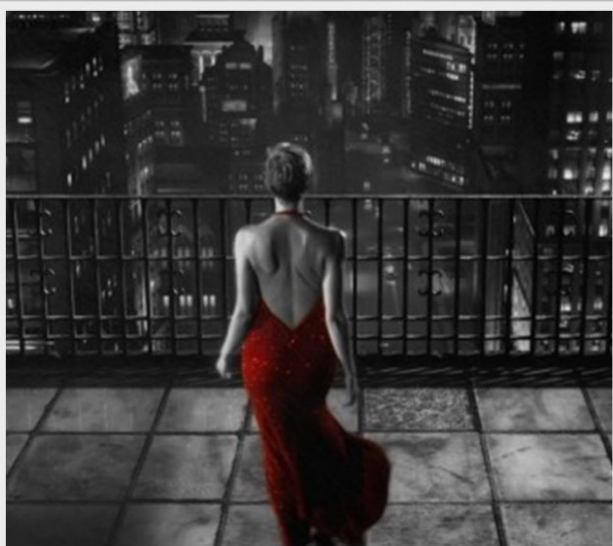
This is to illicit a feeling of **foreboding uneasiness** within the player. This anxiety should then develop a sense of allurement, rousing the player to keep playing just to see the outcome. This feeling is very similar to the suspense and morbid curiosity one has when watching horror movies, i.e. when one knows something bad is about to happen but they cannot stop themselves from watching.



Style:

The urban world of **Rosa Review** and the game itself should perpetuate a **sinister noir feel**. The production value must resonate with this. The color scheme of the game should be mostly in grayscale, with a tendency towards the gray and especially the black shades. If any colors appear in game, they should appear muted. The exception to this is the color **red**.

Characters and their animations must appear evasive and elusive, darting from place to place. Any other actions they take must appear quick, calculated, and precise. Regardless of whatever a character's personality is, it must be portrayed with an undertone of professional killing intent. This is because in this world... everyone is a trained assassin.



Soul:

Most real time strategy games and a lot of games outside the RTS genre implement some form of “fog-of-war” to enhance gameplay. However in **Rosa Review**, this “fog-of-war” is the fundamental core all gameplay revolves around.

Getting someone from point A to point B may seem easy, but add in the conditions that one cannot be completely aware of their surroundings and that even just being seen can lead to that someone’s death, and anxiety easily takes over.

Picture it. Imagine yourself walking down a shady street in the middle of the night. Behind every corner or down every alley there is possibly some criminal ready to mug you... or worse. Now imagine that same street - with no lights. No streetlamps, no store lights, not even moonlight from the sky above. Concerned? You should be.

The gameplay hook is in the **duality** of this darkness.

Every unit and building is designed around manipulating this darkness. That darkness, the “fog-of-war”, is a resource itself... and resources must be used. Utilize it well, and completing the main objective is as easy as sipping a gin and tonic. Fail at that, and you have already dug your own grave.



Core Gameplay:

Each match in **Rosa Review** should last about 30-45 minutes. Play begins as most RTS games do: players “spawn” in with an isometric view of their base of operations, a few banks/businesses to misappropriate monetary resources from, and some reaper operatives to commandeer said resources. From there, it is all the player’s, or the Executive’s, decision to make executive decisions on how to proceed. Train units, construct buildings, hire third parties, it’s all free reign. The objective is the same: to sneak 10 operatives into the enemy base.

Operatives:

In game units, or operatives, are all well-versed in the art of killing. That is, each of them can leave another face down in a pool of cold blood in one hit. Thus, units do not have “hit points” – the concept of life and death is equivalent to that of a simple, binary, on-and-off switch.

Continuing this trend of being a mortal human being, operatives do not have superhuman senses. As such, as an operative moves through the “fog-of-war”, they do not have “circular vision” (being able to see for a certain distance all around them), rather, each operative has a “cone of vision” that allows them to see for a certain distance **only directly in front of them.**

Each operative has their own unique skill that factors into their usability and distinguishes them from other operatives.



Operative Examples:

Investigator:

The main requirement to become an Investigator is to have eagle-eyes: eyes that can see anything at a moment's notice. This high-level of scrutiny in one's perception translates to a longer and wider cone of vision. However, such a high level of focus requires cannot be rushed, and as such, Investigators have a lower movement speed than other operatives.



Free Runner:

Free Runners are fast. They have a high movement speed and are unimpeded by most terrain effects. To be able to move this fast however, a Free Runner must focus on their immediate surroundings, this results in their vision cone being shorter than most operatives. Most Free Runners tend to live as if they were dying... If only they knew how right they are.



Black Widow:

Black Widows are the ultimate femme fatale. They are fine sure, but they are even more fatal. They are literally stunning. If a Black Widow approaches an enemy operative from the front end of their cone of vision and there are no other enemy operatives within a certain distance, that enemy operative cannot move or react.



Saboteur:

While all operatives are trained in killing, Saboteurs have expanded their craft into killing even the inanimate. With a strike to a structural weakpoint, a screwdriver to the right screws, or an explosive anywhere, Saboteurs can destroy enemy buildings instantaneously. They just have to get there.



Buildings:

Executives can also spend their resources to construct buildings. Buildings serve as immobile units that provide tons of utility. The utility varies in nature from providing more resources, giving intel, supporting your operatives, etc.

With the right buildings in the right places, one can gain significant control over the battlefield... as long as they remain standing.

Building Examples:

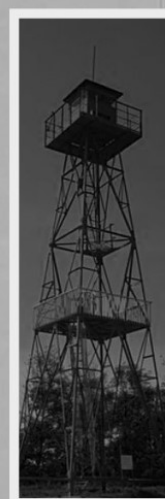
Floodlight:

A Floodlight. While it may seem plain and simple, it gives a crucial advantage: vision. When a Floodlight is constructed, the entire area within a certain radius is lit up. Any units that enter this area will become visible to both players.



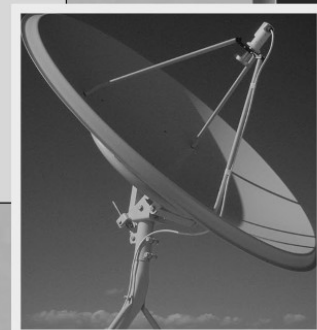
Watch Tower:

Watch Towers provide high vantage points. Stationing an operative within a Watch Tower will double the length of their cone of vision. However, while a stationed operative can rotate to look in all directions, they will be immobile.



Weather Center:

Equipped with all the highest quality tech possible, Weather Centers can help more accurately determine details about incoming weather events.



World Traits:

Weather:

Weather is another obstacle - or resource - in the world. This weather has an effect on both Executives' operatives, from lower movement speed due to rain, or lower vision due to a fog rolling through.

At the beginning of each match, a set of weather events will be randomly chosen. The type, duration, and time it occurs will be revealed to both Executives... vaguely. They get a nonspecific description: "A weather event will happen sometime from 10 to 20 minutes match time and last somewhere from 2 to 5 minutes."

Executives will have to invest resources on different buildings and operatives to get more details.



Topography:

Throughout each match's battlefield will be various natural structures (hills, trees, lakes, etc.) and human constructs (rubble, skyscrapers, etc.) that will impede movement or obscure vision or sometimes even augment them.

For movement obstruction, some topographical features will slow down an operative or completely block them. Alternatively, certain topography can speed a player up.

For vision obfuscation, certain topography will block out an operative's cone of vision, completely ending it at a point. Other topography will lower the remaining vision cone length after it passes through a certain point.



Target Audience:

Most likely a male individual. American. Age 15 - 25. Has a preference toward older media and dislikes trends. A gamer that is also a hardcore dreamer. Constantly daydreams themselves as a leader. Feels like their decisions have the greatest importance. If a student, part of the student government. Earnestly believes that they are the best suited toward executive roles. Highly competitive. They actively seek these roles in video games and are often the shot callers in multiplayer games.

They also have a slight political fascination. Mostly with the intrigue, subterfuge, and manipulation that goes on behind closed doors. Thinks they can play the “puppet master” part well. Loves the shows House of Cards, The Good Wife, and Scandal. Really loves the narrative in the Metal Gear Solid series.

