PITCH DECK · PLAYSTATION PARTNERS

OPERATION URBAN STRIKE

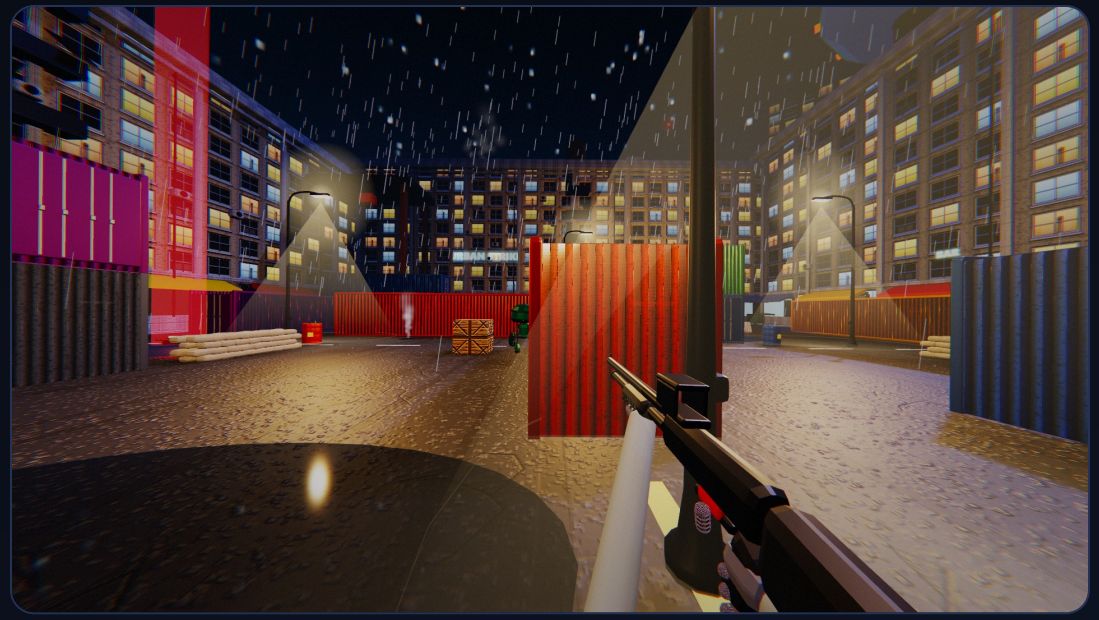
A tactical FPS for PlayStation 5.

KALDRIS GAMES

In one sentence

A mechanical colossus ravages the city: one soldier, one long street, tailor-made weapons.

- Genre: tactical, arcade FPS
- Target: PlayStation 5 · DualSense
- Playable demo available today



Design pillars

Gunfeel

Interpolated ADS, procedural recoil, physical shells, DualSense haptics.

Tactical readability

Four drones with clear roles, readable AI, hierarchical HUD.

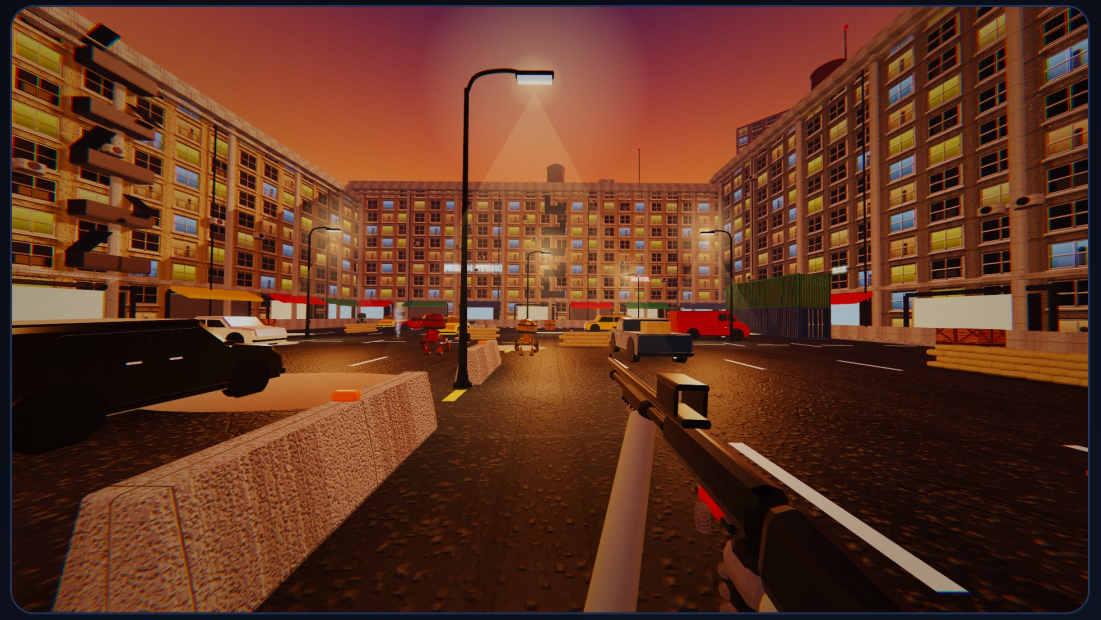
Personal mastery

Fully customisable weapons, progression across the whole campaign.

Loop: engage → take cover → shoot → loot → upgrade.

Gameplay loop

- ADS aiming: Lerp $\alpha = 0.2$, FOV 75° → 45°
- Regeneration: 4 s without damage, 20 HP/s
- Wound vignette $O = 1 - HP/HP_{max}$
- Physical shells: $g = -9.81\ m/s^2$



7 weapons, thousands of builds

WEAPON	ROLE	RATE · MAGAZINE
AR-56 « Viper »	All-round assault rifle	652 RPM · 30
SMG-9 « Hornet »	Mobility, fire rate	968 RPM · 32
LR-7 « Sentinel »	Semi-auto precision	231 RPM · 12
SG-12 « Breaker »	Devastating close range	9 × 15 · 6
M9 · R-44 · MP-18	Sidearms	—

4 optics · 3 muzzles · 3 underbarrels · 4 magazines · 10 paints + free colours · 4 camos · 5 perks

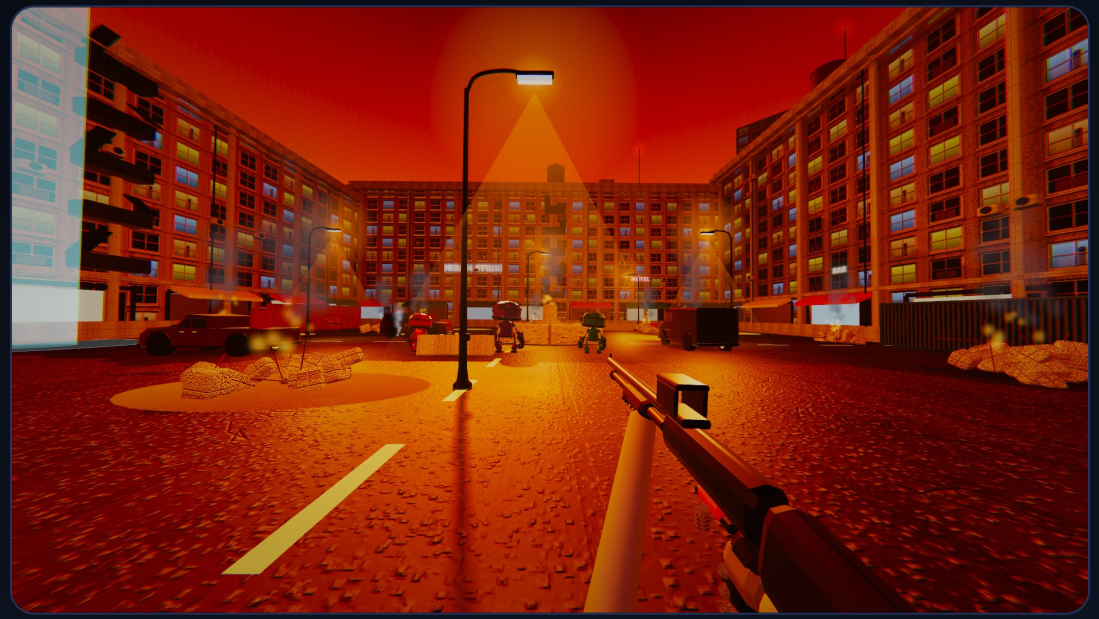
Enemies and AI

- State machine: patrol → chase → attack → neutralised
- Raycast detection, bursts under 7 m
- 4 drones: rifleman, scout, titan, sniper
- Crouch-to-cover, obstacle avoidance



Two modes

#	MODE	CONTENT
1	Campaign	10 street blocks, locked gates, checkpoints
2	Final boss	The Colossus Walker
3	Survival	Endless waves, scarce ammo
4	Progression	50 levels, 5 prestiges, challenges
5	Classes	5 custom classes
6	Online account	Cloud save and leaderboard



Technology

- In-house renderer (Three.js)
- HDR post-processing: bloom, ACES, radial blur
- Procedural WebAudio, dynamic resolution
- Port: Unity 6 LTS + PlayStation module



Measured performance

1,4 s	≈ 60	82 Mo
LOAD (TARGET < 2 S)	FPS · 1280×720	MEMORY (BUDGET 450)

Measured on a laptop RTX 4050 (earlier build, to be re-measured). Native PS5 budgets (4K 60 / 1440p 120) will be validated on the dev kit.

DualSense: the plan

FEATURE	PLANNED IMPLEMENTATION
L2 trigger	Progressive resistance when ADS (optic weight)
R2 trigger	Trigger wall simulating the trigger break
Haptics	Frequency tied to fire rate, shells, hits taken
Speaker	Reloads, shells on the ground, radio

Roadmap · 18 months

PHASE	MONTHS	DELIVERABLE
1 · Prototype	1–3	Demo + dossier + site
2 · Port	4–9	Alpha on PS5 dev kit
3 · Polish / TRC	10–15	TRC-compliant Beta
4 · Certification	16–18	Gold Master · launch

What we ask for

- Access to the PlayStation Partners programme
- PS5 development kit and test kit
- Access to the DualSense SDK and TRC documentation
- Exchanges with the DevRel team

Our commitment

Alpha on a PS5 kit within 9 months, TRC compliance tracked from phase 2.

TRY IT

Play the demo

https://kaldrisgames.com/play/

contact@kaldrisgames.com · https://kaldrisgames.com