KALDRIS GAMES

OPERATION: URBAN STRIKE

Game Design Document

Version 1.0 · 2026

Project: Operation: Urban Strike · Target platform: PlayStation 5

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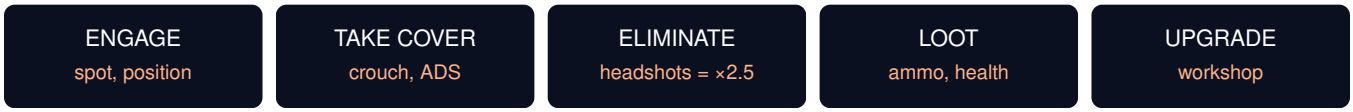
1. Vision

A mechanical colossus ravages the city. A soldier must retake one long street block by block, destroy its drones, then defeat the colossus. Tactical, arcade FPS in urban close-quarters settings (CQC), an ultra-dynamic loop, frequent checkpoints, rising difficulty.

SUMMARY	
Genre	Tactical / arcade FPS
Platform	PlayStation 5 (playable demo available)
Session length	≈ 45–60 min (campaign, 10 blocks)
Audience	FPS players, 16+ (to be confirmed by age rating)
Modes	Single player · campaign and Survival · 3 difficulties

2. Core loop

The player **shoots and moves** to **clear the block** under drone pressure; success opens the gate and saves progress; failure restarts at the last checkpoint in seconds.



3. Controls

ACTION	MOUSE / KEYBOARD	GAMEPAD
Move / look	WASD · ZQSD · souris	Left / right stick
Fire / aim	Left / right click	R2 / L2
Reload	R	▢
Jump / sprint / crouch	Espace · Maj · C	✕ · L3 · ○
Weapons 1 / 2	1 · 2 · molette	△
Grenade / melee	G · V	R1 · L1
Interact	E (maintenir)	D-pad up
Pause	Échap	Options

4. Combat systems

Reference parameters (to reproduce natively)

- ADS: linear interpolation α = 0.2 per frame at 60 Hz; FOV 75° (hip) → 45° (ADS).
- Procedural recoil: random pitch/yaw impulse with damped return; half recoil when ADS.
- Health: 100 HP, regeneration of 20 HP/s after 4 s without damage; vignette O = 1 − HP/HPmax.
- Damage: head ×2.5 (×1.6 for pellets); grenades up to 260 HP in a 7.5 m radius.

5. Weapons

WEAPON	DAMAGE	RATE	MAG / RESERVE	NOTES
AR-56 « Viper »	30	652 RPM	30 / 210	auto
SMG-9 « Hornet »	20	968 RPM	32 / 224	auto, mobile
LR-7 « Sentinel »	56	231 RPM	12 / 72	semi-auto, 4x scope
SG-12 « Breaker »	9 × 15	71 RPM	6 / 30	pellets, pump
M9 « Sidearm »	42	400 RPM	12 / 72	semi-auto
R-44 « Magnum »	82	120 RPM	6 / 36	revolver, cylinder
MP-18 « Vipère »	17	1091 RPM	20 / 120	compact auto

Attachments and customisation

CATEGORY	OPTIONS
Optics	iron sights, red dot, holographic, 4x scope
Muzzle	suppressor (–7 % damage, alert ×0.3), brake (recoil –16 %), compensator
Underbarrel	vertical grip, laser sight, tactical light
Magazines	extended (+50 %), fast reload (–28 %), armour-piercing (+12 % damage)
Paint	10 presets, free body/metal colours, 4 camos, 4 finishes, tracer colour

6. Enemies

DRONE	HP	SPEED	BEHAVIOUR
Rifleman	100	3,7 m/s	bursts of 3–4; stops within 7 m
Scout	60	5,6 m/s	fast, bursts of 2–3
Titan	300	2,3 m/s	armoured, bursts of 6–9; range 10 m
Sniper	70	2,8 m/s	laser, 1.4 s charge, 26–32 damage shot; range 42 m

State machine: patrol (waypoints) → chase (obstacle avoidance) → attack (aim, burst, crouch between bursts) → neutralised (death animation, sparks). Detection: field of view + raycast to the player, alerted by noise.

7. Campaign and objectives

#	BLOCKS / MOOD	WHAT TO EXPECT	DIFFICULTY
1–2	Dusk	Drones behind cars, gunmen in the shopfronts	★
3–4	Rainy night	Balcony shooters, first Titans	★★
5–6	Neon	Rooftop snipers, flanking squads	★★★
7	Red dawn	Dug in behind the rail gate	★★★
8–9	Storm · inferno	Heavy resistance, no rest	★★★★
10	Inferno	Last barricade then the Colossus Walker fight	★★★★★
∞	Survival · arena	Endless waves, scarce ammo, workshop every 3 waves	★★★★

8. Progression

Destroyed drones yield **circuits**. Between Survival waves and at campaign shops, the workshop offers 7 upgrades (up to 3 levels):

- Armour (+20 HP), magazines (+20 %), damage (+10 %)
- Recoil compensator (–15 %), nanorepairers (earlier regeneration)
- Grenade bandolier (+1), repair kit

9. Interface

Hierarchical HUD: health (segmented bar, critical alert), active weapon and ammo (bullet bar, reload ring), minimap, compass with markers, objective panel, in-world distance markers, action feed.

10. Audio

Synthesised audio: per-weapon gunshots (suppressed included), explosions, footsteps, per-block ambience (wind, neon hum, rain), adaptive music tied to combat intensity, heartbeat at critical health.

11. Accessibility

- Reduced motion (blur, zoom, shake), mouse/gamepad sensitivity, Y-axis inversion, rumble, adjustable FOV 60–100°, three difficulties.
- To add for the PS5 version: subtitles, colour-blind mode, full button remapping.
- Outside demo scope: multiplayer, extended narrative campaign, voice acting.

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