



**MRHOWDESIGNS**

**HIGH LEVEL DESIGN**

**COMBAT MEDIC**

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**8/3/2012**



## FEATURE OVERVIEW

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Combat medics were the unsung heroes of the American civil war. It stands to reason they would play a vital role in keeping both you and your men alive in the Red Dead Redemption Legacy for IOS. Locked off from the rest of your battalion, In lands filled with formidable creatures and hostile native Americans. Help Blane Marsden battle his way back to his main battalion and eventually lead him home to where he might meet his wife and new born son.

The combat medic feature will enable Marsden to heal himself and his men. It will reside as a small but integral part of the gameplay. It will not detract from the core gameplay, or take the player too deep into the medic role itself. It needs to be robust and fun, acting as an exhilarating and unique layer over the top of existing gameplay, whilst also providing lucrative monetization options.

The mechanics will be introduced slowly to the player allowing them to first fix themselves and learn the techniques associated with mending wounds and injuries. Further on, players will also be able to heal their battalion. Missions may revolve around the premise of fixing a number of men who have been set upon by Native Americans then battling your way out of hostile territory. The better job you do, the more able bodied your men will be and more helpful they will be in the long run!

## REFERENCES

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Various games have taken the healing/medic mechanic to different places of gameplay. Farcry 2 had a notoriously detailed healing and the player often suffered horrendous injuries that they were then forced to fix at the expense of an extremely high animation budget. RDRL will utilize aspects of this pedigree to present the player with many a varied injury to repair in order to survive.

Fight Night introduced us to the frantic art of time pressure healing. There is no greater pressure however than when someone's life is in the balance. This is what RDRL intends to thrive on. Healing yourself so that you can move effectively and fluidly through the environment. Healing your men so that they can back you up or not leave tell tale signs of blood enabling enemies to seek you out and track you down. The bonds and character relationships you form in the game will drive you to want to heal your men. There will be moments where you are however, forced to choose.. Who do you want to save? Games like Diablo 2 gave you complete freedom over who in your party you decided to save.

The game will draw upon some of the classic tried and tested gameplay mechanics on the DS used in the Trauma Center games. These games focused on the challenge of healing people within a time frame, whilst also using the touch interface to heal them. The depth that RDRL goes to will be much lighter than the Trauma Center games acting as a layer over the top of the existing gameplay. Gestures will play a vital role in quickly communicating healing actions.

RDRL will allow players to drop into and out of healing at a rapid pace. Timing is of the essence as much as speed and accuracy. There will be no point trying to heal someone whilst under fire. Killzone 3 struck a balance here where you needed to clear the environment at times before moving over with your heal gun to resurrect a downed team mate. Players will need to dispatch foes before attending to the wounds of fallen comrades. This will create a frantic environment where lives hang in the balance and their blood will literally be on your hands if you fail.

Pain relief played a factor in classic Rockstar titles like Max Payne. Utilize items found in the environment to ease the pain of your wounds of the people you operate on and avoid them going into shock. Use pain relief on yourself to get you through the next fight without passing out. Red Dead Redemption itself, was a great example where players could draw upon the environment itself and the healing attributes of certain plants.

Reference:

- Trauma Center
- Trauma team
- Max Payne
- Red Dead Redemption
- Diablo 2
- Killzone 3
- Outernauts - Monetization
- Monster Mind -Monetization

### OPTIONS

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When implementing a Medic combat skill we need to be careful how deep we allow the player to go and what will detract from the core gameplay. Here we will look at some of the systems options drawing on the reference.

System Options:

On the lighter side of things we could take a relatively simple route and provide the player with the option to heal themselves at the click of a button. Whatever the injury was, once the heal button was clicked the player would automatically heal the relevant injury and then play would resume. The same action could be applied to a downed battalion member when players moved nearby and took the option to heal them. The action would be performed and the player would return to health. Allow infinite heals and a small cool down on the mechanic so players could not exploit it. Games like Killzone 3 used this extremely light healing route to good effect so as not to detract from the core shooter mechanics.

Starting to take the player a little deeper into the mechanics we could allow players to get involved in the healing process. Allow players to move bones back into place, sew up



wounds and dress them. The player would have more kinetic control over which wounds they dressed and how they approached the procedure in the touch interface with gestures and drag and drop. Time measures would be in place to put pressure on the player to heal people or themselves within a certain time. Players would have the option to administer pain relief to themselves or members of their party. Players would be able to find items within the environment to help them and bolster their medical kit. The environment would provide the relevant solution from a collection point without any further modification. Players could also find books which give them new skills and healing techniques to heal themselves or comrades. Associating a healer level to a character and enabling players to level this ability up through the course of their actions and diligence within the game would give a sense of progression within RDRL. Lastly enabling real time consequences for doing a shoddy job would add gravity to the situation; increase the players chances of being found if they remain bleeding in the environment.

At the deepest layer of healing the player would have a complete overview of the injuries currently present in either themselves or a party member. Players would be able to decide how to heal injuries and additionally what order. Players would also have lasting effects on their choices. Party members may die permanently, players themselves may end up dead or impeded from that point on. Players would be able to draw upon items in the environment by combining elements to create implements or medicine for effectively treating wounds. For example; finding a herb then mixing it with a certain type of sap, finding metal then combining it with bones for scissors. Players could treat their horses in addition to party members. Players could find books then be forced to train in a new discipline before leveling their healing techniques to allow for more productive healing processes. At its heaviest players would be able to generate XP towards their healing skills and allocate XP points towards specific abilities within their healing skill tree.

### Injuries:

- Broken Bones
- Burns
- Shrapnel
- Stab wounds
- Arrow wounds
- Trap wounds
- Poisoning
- Venom
- Bites
- Stopped heart

## Medic Kit Options:

- Field Dressing
- Pain relief
- Saws
- Scissors
- Needles
- Thread

## Pain Relief Options:

- Chewing roots
- Plants
- Alcohol

## Ramifications

- Death
- PermaDeath
- Altered Physical Attributes
- Movement Effects
- Gait changes
- Blood Trails
- Tracking

## RECOMMENDATION

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The 2nd system seems the most fitting and would be developed using a lighter version of elements from Trauma Center drawing on some on the touch and gesture based mechanics that made the game so successful. Zigzags for stitches, circles for dressing, dragging implements onto the character. The idea would be to implement these as a layer on the top of the existing gameplay without going too deep into the whole process or taking players away from the core gameplay for too long.

Players would be able to heal themselves and allies within their gang to better their chances of survival within the game. How you identify that you or your battalion are wounded will play an important role in the mechanics. The communication needs to be clear to the player and allow them to make decisions at a break neck pace regarding who they will heal first with onscreen markers and highlight overlays. In keeping the game immersive we would need to ensure the interface does not detract from the core gameplay and ensure that the player is able to move quickly in and out of the healing process, keeping interface screens faded in opacity and allowing the player to still see the world behind the healing screen.

Game play scenarios initially would induct the player into the mechanics by approaching a mission where Marsden himself is injured and must pop a bone back in and dress a wound

after coming off his horse. Later on, bespoke missions would allow the player to truly test themselves with the mechanic, healing their entire battalion after they are set upon by native Americans in the night. During the course of the game as members of your party encounter injuries, you will once again be called upon to patch them up at times so that they can continue to fight with you.

Where a wound has been identified players need to activate this healing interface and select implements to solve the issue. A bleeding wound for instance would require the player to implement a dressing and possibly sew up the wound. Players could use the touch screen interface to resolve the issue via gestures and drag and drop movements.

## MONITISATION

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To adequately do justice to a monetization model for the battlefield medic system I think the best course of action would be allow micro transactions which enable the player to more quickly and easily heal themselves and their team mates. Allow for time saving scenarios. 'cash poor/time rich ' vs. 'cash rich/time poor' users will provide the income revenue.

68% of in app purchases can basically be attributed to purchases of things like grenades or fertilizer. Simple in games items are usually purchased with an Inapp currency which can be used to purchase a variety of items.

Currency Items:

- Dressings
- Herbs
- Equipment
- Books - acquire new skills
- XP generator % boost
- Bring back to life your favourite comrades within game currency.
- Triage Nurse - Hired to pinpoint the most wounded men.
- Tourniquet - Time increase

We don't want to arrive at a pay to win scenario. In this way, allowing players to purchase better tools or simply save time by purchasing items, we will find a lot of people will take this route over going in to the environment to find things for themselves. Also allowing players to buy books to study and progress their healing skills without having to find them.

Allowing players to generate some in game currency by sharing the game or telling their friends about it is an excellent way to market your game and allow users to benefit from doing some of that marketing. With facebook integration we would allow users to generate in game currency by sharing the game with friends. There needs to be options to not bombard the player with these messages and turn them off if required. We don't want to lose players as a result of a monetization methodology that is too strong.