

Wolfenstein: The New Order

Multiplayer Game Design

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Introduction

The single player mode of The New Order features two strongly characterized factions and a solid, fun gameplay that clearly gives the possibility to build a fast-paced, class-based FPS multiplayer. This document describes our proposals for character classes, progression and customization, as well as different possible game modes and how we intend to introduce them to new players.

Platforms

The multiplayer of W: TNO will be available for Windows, Xbox 360, Xbox One, PlayStation 3 and PlayStation 4. Because of the fact that new consoles currently have a smaller player base than the previous generation, the multiplayer component will feature restricted cross-platform functionalities. Xbox 360 players will only be able to play against other 360 players and Xbox One players. PS3 players will only play against other PS3 players and PS4 players. This solution ensures that there will always be a good amount of players online and at the same time puts less strain on the programming team than it would if it were to be completely cross-platform.

For the same reason, and also to keep players who play with joy pads separated from players who use mouse and keyboard (for obvious reasons) Windows players will only play against other Windows players.

Gameplay

Gameplay sessions will take about 10 minutes each. We did this mainly because Wolfenstein: The New Order has very fast-paced gameplay which can be exhausting. This is also why it is possible to drop in and out whenever the player feels the need to do so. In general the gameplay will be hosted on server because of the drop in and out. This is because a user-based host system would cause major interrupting moments and spoil the players' experience.

Tutorial

When the multiplayer is entered for the first time a pop up will confront the player with two options:

- Multiplayer Basics
- Multiplayer Advanced

Multiplayer Basics will introduce the player in a general manner. Here the player learns the FPS basics which include: walking, jumping, crouching, aiming and shooting - and game mode mechanics such as: Deathmatch, Team Deathmatch, Domination, Capture the Flag and Horde mode. This option is meant for players with little to no experience with FPS games.

Multiplayer Advanced will introduce the player about more in depth gameplay. Here each class will be played to explain its unique abilities and skills. The player will start as Assault and the tutorial will explain:

- Dual wielding weapons
- Increased sprint ability
- How to increase armor for linked kills

The Tactical is the second character to be played. The tutorial will cover:

- Fast reloading, aiming and generation
- How to use the laser cutter
 - To gain access to hidden passages
 - Open up special armored crates

As third the player will spawn as Specialist and is introduced to:

- Reduced damage from explosive
- Thrown grenades explode on impact
- Mount and dismount stationary weapons

The last class that's introduced in the tutorial is the Rogue. The abilities introduced are:

- Moving silently
- Advanced radar
- The throwing knife

If the player wishes to skip any kind of tutorial he is able to click a small cross in the top right of the pop up screen. The buttons of the two options will be significantly bigger than the small cross. We do this because only expert players will search a way out of tutorials. Once this tutorial has been completed the player can choose to practice on with bots or go online directly.

The tutorial can be accessed at any time in the multiplayer menu in case the player quit it unintentionally or wants to repeat it.

Game modes

Note that all versus game modes have a maximum of 16 players. We've done this to avoid the annoyance of possible players being kicked after one match ends and the next map or game mode would feature a lower maximum amount of players. There is also a minimum of 2/4 players (depending on game mode), anything less is playable but will not be ranked. This is also indicated by a notification on top of the screen that states the player numbers left to play.

Deathmatch

In the Deathmatch game mode, a minimum of 2 players and a maximum of 16 players are fighting each other in various maps. There are no teams, anyone can be killed by anyone and

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the goal is to accumulate as many kills as possible until the time limit of 10 minutes is over or a player has reached 20 kills. There is no limit on the amount of times a player can be killed, and it doesn't give any penalty.

Team Deathmatch

In Team Deathmatch, players are divided in two teams (The Order and The Resistance) with a maximum of 8 players each (16 in total). The goal is to kill as many players from the opposite team as possible until the time limit of 10 minutes has passed or a team has reached 30 kills. There is no limit on the amount of times a player can be killed, and it doesn't give any penalty to the team.

Domination

The Domination game mode sees two teams of 8 players competing for the possession of 3 Control Points (CP) in the map. To conquer a CP, a team needs to clear it from players of the other team. When there are only players from one team in the area of one specific CP, that team starts to conquer it. It takes 10 seconds to conquer a CP, but the conquering stops if a player from the other teams enters the area. The timer resumes from where it was when the CP gets cleared from enemies. Additionally, if the other team manages to clear the area from enemies, the timer starts to go down to 0 and eventually up to 10 again, giving possession of the area to the new team.

Example: Team A is conquering CP1. The timer is going from 0 to 10. When the timer is at 7 seconds, a player from team B enters the CP1 area. The timer stops at 7. After a few seconds, Team A kills the player from team B. The timer now resumes from 7. After 3 seconds, team A successfully conquers the CP1 and starts getting X point every second.

Capture the Flag

In Capture the Flag mode, two flags are situated in opposite points on the map. Each flag is assigned to a team (made of 8 players). The objective for each team is to take the enemy's flag and bring it to their own flag. When this happens, the enemy's flag reappears in the initial position and the team receives a point.

The game ends when a team has captured a flag 7 times, or the time limit of 10 minutes is reached.

The enemy's flag can only be captured when your flag is in place. A player can make the flag return in place by killing the enemy player holding the flag, which will be dropped. By simply walking over it, the flag reappears in the initial position.

Horde

The Horde mode involves up to 4 players working together against increasingly difficult waves of enemies. This mode has two sub-modes: **Survival** and **Protection**.

In Horde: Survival, players take the role of a group of Resistance soldiers fighting for their lives in an ambush from the Order.

The objective is to keep at least one member of the team alive at the end of each wave, for as many waves as possible. If at any point all of the players are dead, the match is over and players can choose to start back from wave 1.

In Horde: Protection, players take the role of a group of soldiers from the Order, trying to protect an advanced prototype of a new Mech from the attack of Resistance soldiers.

The objective is to protect the Mech until the end of each wave, for as many waves as possible.

The Mech's HPs get fully restored every 5 waves. If the Mech's HPs get to 0, the match is over and players can choose to start back from wave 1.

In both modes, if a player dies she can't respawn before the start of the next wave. Both modes also feature unlimited waves. The final score of the team equals to the number of waves they have successfully defeated.

The Horde modes can be played in each of the 8 maps available.

Über Mode

Once a player reaches Über 1 he or she unlocks access to the Über Mode where only Über players (and therefore advanced players) can participate. When playing Über Mode, one out of the four game modes (DM, TDM, DOM, CTF) is randomly selected at the start of each session.

This also means that the top ranked players need to be skilled in all four game modes.

The points received while playing Über Mode are accumulated to a ranking system that is reset monthly. The top 15 players of the ladder will receive valuable drops according to their positioning. The ranking system can be accessed via the main menu or if a player is within the top 100 it is shown on his nametag.

The possibility to access Über mode gives an additional goal to players to level up to Über level, and the monthly ladder system will keep the most competitive players engaged with the game for a long time after they have reached Über.

Session start

After a player has selected a game mode and has found a match to drop in with our matchmaking system, the Deploy screen appears. In this screen players can pick between the two factions (Order or Resistance), then choose their class and weapons and finally hit the deploy button to spawn and start playing.

Session end

At the end of a session, the Stats screen is shown, which includes the list of players with their kills, deaths, assists and cash earned. In the same screen the player can see how many experience points she accumulated during the match and the remaining points to reach the next level. Still in the same screen, players willing to continue playing in the same room/server

can vote for the next map. The map with the most votes will be played next. If there are two maps with the same number of votes, the server picks one at random.

Balancing in development and with metrics after release

During development a group of play testers is helping us gaining metrics to tweak the game. The metrics will all be collected in a database and analyzed by the development team. Before release we will gain additional metrics using an open beta. After release balancing is going to be performed based on the user metrics. Stats about every weapon are analyzed and tweaked after release. There will also be a forum in which players can suggest improvements to the game. The forum will start functioning from beta so this may also help us pre-release.

Character

In Wolfenstein: The New Order the player's character will feature level progress, different classes and customizable weapons and skins.

Level Progress

Players will be able to level during online play and reach a maximum of level 30. New players will start at level 1 and are also tagged as "Rookie" until they completed the tutorial or at least played 3 online matches with bots or players to unlock the nametag Schutze/ Private. Once a player has reached level 30 he is able to become Über. This means that the player will lose all levels, weapons, upgrades, and all challenges will be reset and can be earned once again. Bought skins and other DLC content will of course remain available to the player. There are a total of 10 Über levels which each needs the player to be level 30 before he can upgrade to the next Über level. Each Über level unlocks a nametag and different advantages such as Gold, skins or experience:

- No Über - Schutze/ Private - no additional bonus
- Über 1 - Gefreiter/ Corporal - +1000 FP
- Über 2 - Feldwebel/ Sergeant - all experience +25% +2500 FP
- Über 3 - Leutnant/ Lieutenant - weapon skin + 5000 FP
- Über 4 - Hauptmann/ Captain - Hauptmann/ captain soldier skin + 7500 FP
- Über 5 - Major - all experience + 25% + 10 000 FP
- Über 6 - Oberst/ Colonel - weapon skin +12 500 FP
- Über 7 - Generalmajor/ Brigadier General - soldier skin +15 000 FP
- Über 8 - Generalleutnant/ Lieutenant General - all experience +25% +17 500 FP
- Über 9 - General - 2 weapon skins +20 000 FP
- Über 10 - ÜBERSOLDIER - Über soldier and weapon skin +25 000 FP

Instead of having the player pay for Über, we want to reward him positively. By doing so we hope that the player is more encouraged to advance as Über 1-10 and extend the game length. In addition we give extras such as: overall experience will be buffed by 25% at Über 3, a total of 50% at Über 5 and a maximum of 75% at Über 8.

Once the Über 1-10 nametag is unlocked the player is able to choose and use it. The nametag changes in game depending on which side of the war the player is currently playing.

In-game Gold

In-game Gold can be earned by completing challenges, killing enemies and winning games. Gold can be used to purchase weapons, weapon skins, customization items, attachments or nametags. In-game Gold can also be bought from the in-game store for real money.

Experience Points

Experience points are used to level up the character. These can be collected in the same way as Gold but can be spent on unlocking skills and leveling up. Players can earn points by completing challenges. On the completion of an easy challenge a player may be rewarded with 500 points while hard challenges are rewarded with up to 4000 points. Players will also be able to get 10 points for each kill or 20 points for capturing an objective. Players are also able to earn points by winning the match. In this case the points of the winning team are doubled. The Experience points are mainly used for unlocking items.

Drop (Rewards at end of game-round)

At the end of every round, drops are given to players. Drops are rewards for completing the match and work on a variable interval scheme. The reward may consist out of weapon upgrades, customizations or outfits for the character. The chance of dropping is 1/10 and a maximum of 3 drops per week can be earned. This will both motivate the player to play and finish the match.

Classes

The multiplayer version of Wolfenstein: The New Order offers four different classes for players to choose from: Tactical, Rogue, Assault and Specialist. Each class is distinguished from each other by primary weapon preference, skills and a special ability. Primary weapon preference means that the according class uses his specific weapons +10% more efficiently in context of damage, ammunition and precision. However the player is free to choose which weapon he wants to play with. Each class is always equipped with at least one primary weapon, secondary weapon, knife and grenade.

Rogue

The Rogue is a light class that moves silently, earns bonuses upon successful takedowns and has an advanced radar. The Rogue makes use of the Throwing Knife special ability. This special ability either stuns or instantly kills the opponent upon hit, depending whether he is wearing sufficient armor or not. Once used the Throwing Knife recharges and can stack up to a total of 3 knives. However there is a cooldown in between throwing the knives itself.

The Rogue prefers:

(10% more damage, ammunitions and precision with the following weapons)

- Handgun 1960 (dual wield)
- SMG

Basic Skills:

- Throwing knife (x1)
- Takedown ability

Upgradable skills:

Skill name:	Unlocked at level:	Price
Throwing knife stash of 2	4	1000g
Double takedown	7	2000g
Radar displays enemies 3 seconds longer	10	3500g
Silent crouching	13	5000g
Throwing Knife damage +15%	15	7000g
Faster takedowns	18	9000g
Increased crouch speed	21	11500g
Throwing Knife stash of 3	24	14000g
Radar displays running enemies	27	17000g
Throwing Knife damage +30%	30	20000g

Tactical

The Tactical is a medium class character that offers faster reloading, aiming and regeneration. The Tactical makes use of the special ability the Laser Cutter. With this he can temporarily

access areas other classes are not able to open up such as ventilation shafts, hidden passages and storage rooms but also special armored crates which contain valuable items similar to the single player. Once used the Laser Cutter has to recharge before it can be used again.

The Tactical prefers:

(10% more damage, ammunitions and precision with the following weapons)

- Handgun 1946 (dual wield)
- AR Marksman

Basic Skills:

- 10% faster reloading, aiming and regeneration
- Laser Cutter ability

Upgradable skills:

Skill name:	Unlocked at level:	Price
Laser Cutter charges 50% faster	4	1000g
All weapon headshots grand 10% more damage	7	2000g
Additionally regenerates ammunition over time	10	3500g
20% faster reloading, aiming and regeneration	13	5000g
Laser Cutter can shoot bolts	15	7000g
Aiming down sight grands 10% more damage	18	9000g
Laser Cutter headshots grand 50% more damage	21	11500g
All weapon headshots grand 20% more damage	24	14000g
Laserkraftwerk recharges automatically over time	27	17000g
30% faster reloading, aiming and regeneration	30	20000g

Assault

The Assault is a medium class that receives armor for linked kills, has increased sprint duration and sprint speed. The Assault is able to dual wield primary weapons (see list for compatibility). The player at all times is able to choose whether he wants to dual wield his primary weapon or not. There is no cooldown but this can of course only be done if the player has enough ammunition.

The Assault prefers:

(10% more damage, ammunitions and precision with the following weapons)

- Assault Rifle 1960 (single/ dual wield)
- Automatic Shotgun (single/ dual wield)

Basic Skills:

- Dual wield primary weapons
- Receives armor for linked kills

Upgradable skills:

Skill name:	Unlocked at level:	Price
Linked kills allow you to steal up to 10% of your opponents armor	4	1000g
Sprint speed +15%	7	2000g
Ammunition stash +10%	10	3500g
Sprint duration +15%	13	5000g
Dual wield damage +10%	15	7000g
Linked kills allow you to steal up to 20% of your opponents armor	18	9000g
Dual wield damage +20%	21	11500g
When not in combat you can regenerate armor up to 75 points	24	14000g
Linked kills allow you to steal up to 30% of your opponents armor	27	17000g
Dual wield damage +30%	30	20000g

Specialist

The Specialist is a heavy class that takes reduced damage from explosives and lets grenade detonate on impact. While the other classes only can mount a machine gun the Specialist is able to mount and dismount light machine guns. These include the MG-46 and MG-60. Once picked up the movement speed is reduced and the player can drop it at any time. These light machine guns are not part of his personal arsenal and therefore must be found throughout the map.

The Specialist prefers:

(10% more damage, ammunitions and precision with the following weapons)

- Double-Barreled Shotgun
- Laserkraftwerk

Basic Skills:

- Grenades explode on impact
- Able to dismount stationary machine guns
 - When carrying the walking speed drops significantly

Upgradable skills:

Skill name:	Unlocked at level:	Price
Stationary weapons have more ammunition	4	1000g
Grenade stash of 2	7	2000g
70% walking speed when carrying stationary weapons	10	3500g
Stationary weapon damage +10%	13	5000g
Grenade blast +10%	15	7000g
Grenade blast +20%	18	9000g
Stationary weapon damage +20%	21	11500g
Grenade stash of 3	24	14000g
80% walking speed when carrying stationary weapons	27	17000g
Grenade blast +30%	30	20000g

Weapons

Note that both handguns can be dual wielded by every class however only the Assault can dual wield the rest tagged as such due to his special ability.

Name:	Type:	Unlocked at Level:	Price:
Handgun 1946 (dual wield)	Primary	1	free
SMG	Primary	1	500g
Handgun 1946	Secondary	1	800g

Hand Grenade	Grenade	1	1000g
Double-Barreled Shotgun	Primary	3	2200g
Handgun 1960	Secondary	5	3000g
Assault Rifle 1946 (single/ dual wield)	Primary	8	6000g
Tesla Grenade	Grenade	11	8000g
Handgun 1960 (dual wield)	Primary	14	12 000g
Automatic Shotgun (single/ dual wield)	Primary	17	15 000g
AR Marksman (single/ dual wield)	Primary	20	18 000g
Assault Rifle 1960 (single/ dual wield)	Primary	23	20 000g
Laserkraftwerk	Primary	26	22 000g
Under Slung Rocket Launcher	Primary	29	30 000g
MG-46	Stationary Machine Gun	/	/
MG-60	Stationary Machine Gun	/	/

*Weapon prices for common quality, rare and exotic versions of the weapons are more expensive:

- Rare - price x1,5
- Exotic - price x3

Customization

The player will be able to customize both soldier and weapon. If the player begins the game without premium or extra content he will only have one standard skin for each item. The rest of the skins can be unlocked via DLC content, gained as certain rewards or purchased with Gold. Skins that can be purchased from the store have different rarities. The higher the rarity of the skin, the more expensive it will be.

Soldier Skins

There will always be two version of a soldier skin: one for The Order and one for The Resistance. Classes itself will have no difference in the selected soldier skin but feature class related items. E.g. the Rogue will always wear a mouth cover or the Tactic carries some electronic parts.

Weapon Skins

Skins are basically textures that users can choose for their weapons. These may vary from simple one color skins to complex patterns. Only one weapon skin can be equipped per weapon. Weapon skins can be exchanged between different guns so only have to be bought once.

Weapon Attachments

Weapon attachments can be used to adjust the weapon for a certain play style. Every weapon has a different amount of weapon attachment slots. For example an automatic rifle has more attachments available than a shotgun. Attachments are unique for every weapon and cannot be changed between weapons. (E.g. The scope from the pistol cannot be exchanged with the scope from the rifle). Attachments are unlocked by number of kills with a certain weapon and have to be bought with gold.

Name	Boost	Number of kills to unlock	Price
Red Dot Sight	Less recoil	15	5000g
Scope x8	Better handling	80	10000g
Scope x16	Better handling, faster zoom	80	15000g
Silencer	Invisible on mini map	130	20000g
Extended Magazine	More bullets	160	10000g
Long Barrel	More damage per bullet	200	7500g
Extra Taped Magazine	More bullets	250	7500g
Laser Sight	Less recoil	40	10000g