

# ATTICA

## Sports Extraction Shooting in the 24th Century

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## **PREMISE**

ATTICA is a singleplayer extraction shooter focused on pick-up-and-play, straight-to-the-point action rather than obsessive inventory management, meant to be highly replayable despite its limited amount of content by virtue of "gamefeel" alone.

The way we're going to do that is by:

- Making the combat feel "physical", mainly through sound and visual feedback:
  - Hits should be marked with a sound cue, Kills should be punctuated by another sound cue, headshot kills by another soundcue. Blood/resources should come shooting out of them on kill. It should always be visually and aurally clear when you got a kill, without using hitmarkers.
  - Guns should leave a trail of smoke behind after extended shooting, and their report should be loud and "girthy".
  - Hitting someone in melee should send them ragdolling to the ground like they got hit by Mike Tyson, with an appropriately strong soundcue to match.

- Landing shots should make enemies flinch or drop entirely, depending on the weapon used and the location of the hit (leg shots should make enemies trip, arm shots should throw their aim off).

- Making gun handling feel “involved”:

- There should be a difference between bullets in the mag/tube and bullets in the chamber, ready to fire. This would mean that ammo should be counted by “X+1”, where X is the amount of bullets in the mag/tube and 1 is the bullet in the chamber, if there is one.
- Reloading after emptying your magazine would thus leave you without a bullet in the chamber unless you save it yourself.
- Reloading weapons should take multiple steps (release, insertion, chambering).
- Reloading while there is still a bullet in the chamber would make it so you don’t have to chamber a round, saving you time.
- Initial ammo counts should be low, to engender proper marksmanship until the players can afford or find increased mag size upgrades.
- Semi-auto, moderately-paced fire should be more reliably precise than full-auto or rapid semi-auto.
- Firing any weapon should slowly increase a “Wear” stat (durability) which would carry on between matches and increase the chance of weapon jamming the higher it is. To reduce wear, the player can spend a set amount of currency (Drachmas) to have the gun cleaned at the Hub. Wear should increase faster the faster any weapon is fired, and the chance of jamming should increase with firing speed.

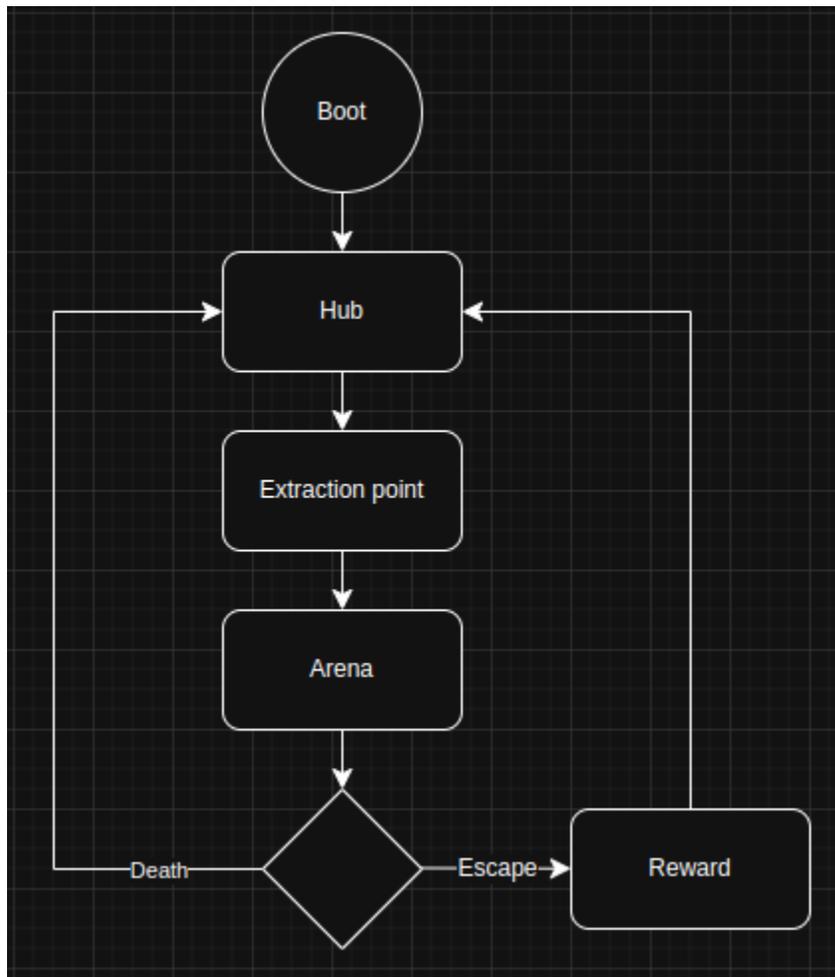
In terms of theming, we would be exploring a “graphic realist” aesthetic inspired by [Mirror’s Edge](#), [Marathon 2025](#), [WipEout](#) and the works of [Antireal](#) and Renraku Global. That means clean, minimalist environments with a distinct feeling of artificiality (purpose built for combat), marked by light color tones (mostly whites), bright color accents and black labeling on its surfaces.

In terms of visual fidelity, we would be aiming for “slightly lower-fidelity source engine” - a look inspired by [Counter Strike Source](#), [Crossfire](#) and [Neotokyo](#). For further reference in terms of low-poly models, we should also keep the way [Hole](#) handled its [enemy](#) & [gun](#) models in mind.

The narrative premise will be explained later in the doc, but for now we can boil this project down to a simple formula:

# HOLE GAMEPLAY + MARATHON 2025 VISUAL STYLE + DATA SPARROW WORLDBUILDING.

## GAMEPLAY LOOP



### 1. HUB

A multi-room hub the player spawns in after booting up the game. It lets them access the arena, upgrade themselves and their guns and consult various complementary materials (such as lore and music). Hub features will be unlocked by spending Drachmas (currency found in stashes) and Cred (currency dropped on kill). These features will be detailed further in the Post-Match Time section.

## 2. ARENA

The player accesses the Arena by physically moving to the Hub's Extraction Points - likely an elevator of sorts, which the player will be calling and waiting for both in the hub and during matches (the latter in order to generate tension). Once they've entered the elevator, selected the map (of 3 total) and confirmed their entrance, they spawn in one of the rooms designated as "Spawn Points", chosen at random at the start of the match. From this point onwards, they're officially in...

## 3. COMBAT

An ATTICA match plays out like a round of a solo match in a game like Escape From Tarkov or Hole, running on a 30 minute timer: the player **stalks the map** looking for **Stashes, Vending Machines and Safes**. Along the way, they either dispatch of or try to sneak by AI **enemies**, who in the meantime are also engaging each other.

### 3.1 Stalking the Map

The player is always outnumbered and outgunned, as enemies are split in 3 teams and they are alone. As such, they should find themselves proceeding cautiously, checking corners and being on the lookout for gunfire or other signs of enemy presence as they move through their chosen map. Ideally, they shouldn't be engaging every enemy they find, as the emotional core of the game should be the balance between pushing for "one more kill" and escaping to cut one's losses when they find themselves outmatched.

The presence of movement mechanics such as sprinting, sliding and b-hopping (hidden mechanic) should allow the player to reposition and escape easier. It should be mainly defensive, although they could be used to enhance one's offense.

### 3.2 Stashes, Vending Machines and Safes

The player's main "goal" in every match is to gather as many resources as they can and escape the map with the whole of them still in their pockets. The game's resources are split into two categories: Drachmas (found in Stashes) and Cred (obtained from kills), and they can be used to unlock various features in the Hub. Safes would award the player both resources for conquering them.

The placement of Stashes and Safes should be decided by "limited randomization", making them rotate between a set number of spots similar in function to player and enemy spawn points. Both Stashes and Safes should take a few seconds to dispense

their respective resources, forcing the player to stand still and be vulnerable if they wish to get richer.

This limited randomization would also apply to Vending Machines, a third kind of “point of interest” which would allow the player to choose between one of several temporary power ups for no cost (Power Up Vends) and ammo types (Ammo Vends). Much like Stashes and Safes, Vending Machines should take a few seconds to dispense the player’s chosen power up, once again forcing them into vulnerability. After being used, a vending machine should go on a set cooldown (1 to 3 minutes), after which it should be able to be used again - with the catch that the player may not choose the same power up twice per match. This would make the player rotate between power ups, so they can learn the ins and outs of the whole selection over time.

### **3.3 Enemies**

AI Enemies are split into 3 teams, plus occasionally spawning “free” enemies that, like the player, don’t belong to any team. These enemies would spawn indefinitely from player spawn points the same way as the player, and by default they should seek out (in order of priority):

- Safes
- Vending Machines
- Stashes

Once reached, any of these points of interest, they should essentially “camp” them without actually activating them. Once again in order of priority:

- Safes should be camped indefinitely.
- Vending Machines should be camped for 30 seconds to a minute.
- Stashes should be camped for 5 to 10 seconds.

As they proceed towards these points of interest, Enemies should:

- Group up if they find fellow teammates.
- Engage other AI Enemies if they run into them.
- Engage the player if they run into them.

### **ENEMY DISENGAGEMENT**

If an AI Enemy loses sight of a target for more than a set amount of time (say, 25 seconds), they should be returning to their default pathing pattern and proceed towards the nearest point of interest.

### **ENEMY ROUTING**

If an AI Enemy is at low health (say, below 10 points out of 100) and has not been killed, they should begin sprinting in order to break line of sight with whoever is shooting them. This behavior should persist until they've successfully broken line of sight, after which they should be lying in wait for a set amount of time (say, 15 seconds) before going back to their default pathing pattern and proceeding towards the nearest point of interest.

## **HEALTH, ARMOR & POISE**

All AI Enemies should have three separate "health" values: Health, Armor and Poise.

- Health is your regular old health value: if it reaches zero, the enemy dies.
- Armor is an "additional healthbar" layered on top of the Enemy's regular health value. As long as it's above zero, it is damaged instead of Health. Once it reaches zero, the player can deal damage to their baseline Health.
- Poise is the value determining Enemy accuracy, and whether or not they can keep standing as they fight. Shooting an Enemy's legs or should lower it dramatically. Hitting them anywhere with a shotgun, a thrown weapon or in melee should make it drop to zero. Once Poise drops to zero, the enemy ragdolls to the floor and is unable to fight for a set amount of time (say, 1 to 2 seconds).

## **ENEMY WEAPONRY**

Once killed, every Enemy will drop whatever weapon they were holding onto the floor for the player to pick up and use. Dropped enemy weapons only carry a single load of ammunition and come at a set level of Wear and an attachment configuration depending on the enemy type that dropped it. Walking over a weapon of the same type will give the player one more mag worth of ammo, as will getting ammo from a vending machine.

If the player finishes a match with an enemy weapon in hand, the weapon will be extracted with them in the hub, where it will be hung on a separate rack from your unlocked weapons. There should be 12 to 14 slots to this "temporary weapon" rack, which should be placed in the main room of the hub as a sort of trophy wall.

The player can then select any gun from the rack and deploy with it, but if they die while holding an enemy weapon they will lose it permanently. This does not apply to unlocked weapons, which belong to the player and cannot be lost - but are only awarded at the end of **Sponsor Challenges**.

## **ENEMY CLASSES**

ATTICA AI Enemies would come in 4 types of "classes":



- **Light Enemies** ("Slings"), armed with unmodified weapons and no extra armor.



- **Medium Enemies** ("Specialists"), armed with shotguns or rifles, medium armor and a few attachments (compensators, mid-size magazines, laser sights)



- **Heavy Enemies** ("Elites"), armed with heavily modified rifles, shotguns or revolvers and heavy armor.

- **Special Enemies** (“Freejacks”), armed with heavily modified weapons but only wearing light armor. Freejacks should come in different color combinations from team enemies, drawing from a set of premade color palettes.

The attachment present on the weapons wielded by Specialists and Elites should be a fixed loadout decided during development, while Freejacks should wield entirely randomized gun configurations - which would convey a further touch of “personality”, as they are not part of a team like Lights, Mediums and Heavies.

#### **ENEMY SPAWN RATES & “ALERT TIMER”**

The longer a player survives during a match, the higher the rate of Specialists, Heavies and Freejacks should be. This rate should be kept track of through an “alert timer”, which should be split in 5-minute “slices” on a total match time of 30 minutes. This would split any given match in 6 “phases” or “waves”, each harder than the previous.

## **4. MATCH OUTCOME**

Any given Attica match can have 3 outcomes:

- **Escape**, in which the player successfully reaches one of the 4 extraction points on the map and leaves the match with their winnings. It can be done at any time, and it’s the main element of risk/reward behind the emotional core of the game.
- **Survival**, in which the player successfully survives for the entire 30 minute runtime of the match and is automatically extracted from it. Much like with escape, they return to the Hub with their winnings - but also receive a hefty **Survival Bonus of both Cred and Drachmas**.
- **Death**, in which the player is killed and sent back to the Hub with 1/10th of their total winnings. Unlike other extraction shooters, they don’t lose their armor or any permanently unlocked weapon. What they do lose, however, is the ability to unlock attachments from enemy guns if they died while holding them.

In either of those outcomes, the player is sent back to the Hub, where they can use their winnings to unlock its various features - as explained in the section below.

## 5. POST-MATCH TIME

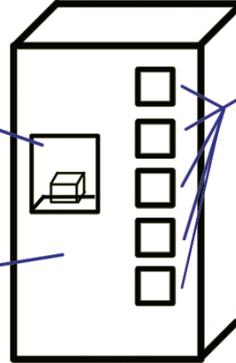


**Vending Machine**  
(Ammo / Power Up)

**Get item here**  
Click here to get item,  
probably on a tray.

Kinda like this, I'll make the design  
myself once we have the model.

**Front design**  
Different branding & visual design  
depending on vend type (Ammo / Power Up)



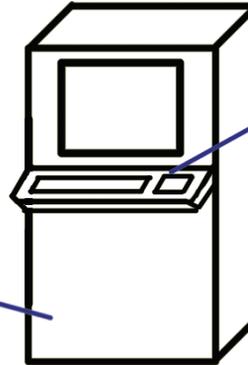
**Item Icons Here**  
Vertical? Grid layout?  
Either way, click on them to get item.

**Both interactibles should have 3d model holograms of what they dispense spinning above them, the holograms being wireframe models of what we have.**



**Modular Terminal**  
Codex / Challenge  
Body Upgrade Shop  
Gun Upgrade Shop

**Standup Cabinet**  
Tall enough to be  
eye level with player

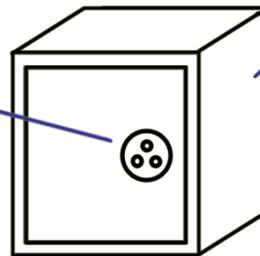


**Keyboard**  
Interact to pull menu up



**Safe**  
Awards the player  
with Creds and Drachmas

**Lock Plug**  
Hold E to syphon the contents  
of the Safe into yourself, maybe?  
Otherwise, just press E to open  
and resources fly out.



**Size: slightly shorter than player**  
Shape: not a perfect cube, but a cube is fine too?  
Modeler's discretion.

By default, the Hub is only equipped with a stats/lore terminal and the Extraction Point from which the player can access the arena. Further features, which must be bought by spending a sum of both Drachmas and Cred, are:

## 5.1. Shooting Range

A standard shooting range to practice on targets at short, medium and long range. Targets should come in Light, Medium and Heavy variants, at different distances for a total of 9 targets.

Hitting the targets should display weapon impact with a bright color (probably lime), to facilitate the readability of recoil patterns / spread.

There should be a timer next to the initial shooting position, which should be set off for the player to see how fast they can land 9 shots - whether on a single or across multiple targets. Next to the timer, a screen should keep track of when each shot landed during the timed period. The timer should stop after 6 shots have landed on any target or targets downrange.

## 5.2. Body Upgrade Station

An upgrade station where the player can purchase Medium and Heavy Armor using Drachmas, as well as various kinds of permanent upgrades such as:

- Reload Speed bonuses
- Recoil Control bonuses
- Silent Movement bonuses
- Health Regen bonuses

These bonuses have 3 levels each, and their price grows exponentially from one level to the next to avoid players powering up too much too soon.

## 5.3. Gun Upgrade Station

An upgrade station where the player can purchase weapon attachments using Cred. Weapon upgrades are split into the following categories:

- Sights
- Magazines
- Modules
- Muzzle Devices
- Ammo types

## 5.4. Challenge Terminal

A secondary computer terminal to the stats/lore one, from which the player can accept Sponsor Challenges that earn them large sums of Cred, Drachma and the ability to

permanently unlock weapons. The nature of Sponsor Challenges will be explained later in the document.

### 5.5. Jukebox

A tertiary terminal (potentially shaped like an old-timey jukebox) from which the player can activate mid-match music and spend Drachmas to unlock extra music tracks. Essentially a novelty feature/moneysink for post-game purposes.

## WEAPON ROSTER



### 1. [Pistol \(fixed secondary weapon\)](#)

#### STATS

**Fire Mode** - SEMI AUTO

**Fire Rate** - Equal to Click Speed

**Damage** - 35/100

**Poise** - 15/100

**Penetration** - 9/100

**Capacity** - 10+1

**Reload Time** - 2s

**Recoil** - **How should we structure recoil?**

**Accuracy** - 12 Minute of Angle (MOA)

**Report** - Loud

**Wear Buildup** - 1.5/100 Wear x Shot

## ATTACHMENTS

**Magazine** - 17 / 33 / 50

**Barrel** - No Attachments

**Sight** - **Iron Sights** / Reflex

**Stock** - **None** / Skeletal Stock

**Foregrip** - No Attachments

**Muzzle Device** - **None** / Suppressor / Compensator / **Standoff Device (replaces kick, deals damage)**

**Ammo** - **FMJ** / Hollowpoint / AP

**Modules** - **None** / Laser Sight / Flashlight

## UNLOCK METHOD

Unlocked from the start.

## 2. Rifle (selectable primary weapon)

### STATS

**Fire Mode** - SEMI AUTO / FULL AUTO / 3 ROUND BURST

**Fire Rate** - Equal to Click Speed / 800 RPM

**Damage** - 25/100

**Poise** - 20/100

**Penetration** - 8/100

**Capacity** - 20+1

**Reload Time** - 2.5s

**Recoil** - **How should we structure recoil?**

**Accuracy** - 6 Minute of Angle (MOA)

**Report** - Loud

**Wear Buildup** - 1/100 Wear x Shot

## ATTACHMENTS

**Magazine** - 20r / 30r / 60r (drum) / 100r (double drum)

**Barrel** - Short / **Standard** / Long

**Sight** - **Iron Sights** / Reflex / ACOG / x4 Sight

**Stock** - None / PDW / **CTR** / Precision

**Foregrip** - **None** / Vertical / Angled

**Muzzle Device** - **Flash Hider** / Suppressor / Muzzle Brake

**Ammo** - **FMJ** / Hollowpoint / AP / Duplex

**Modules** - **None** / Laser Sight / Flashlight / **Underbarrel Shotgun (4 shells)** / **Underbarrel Grenade Launcher (single shot)**

## UNLOCK METHOD

Sponsor Challenge Set #1

### 3. Shotgun (selectable primary weapon)

## STATS

**Fire Mode** - Pump Action / Semi Auto

**Fire Rate** - Variable

**Damage** - 10 Damage x 10 Pellets

**Poise** - 20 Damage x 10 Pellets

**Penetration** - 5/100

**Capacity** - 5+1

**Reload Time** - 3s

**Recoil** - **How should we structure recoil?**

**Accuracy** - 150 Minute of Angle (MOA)

**Report** - Loud

**Wear Buildup** - 3/100 Wear x Shot

## ATTACHMENTS

**Magazine** - 5s / 7s / 9s

**Barrel** - **Cylinder** / Choke

**Sight** - **Ghost Ring** / Reflex / ACOG / x4 Sight

**Stock** - None / Telescoping / **CTR** / Classic

**Foregrip** - No Attachments

**Muzzle Device** - **None** / Suppressor / Muzzle Brake / Blunderbuss

**Ammo** - **Buckshot** / Flechettes / Slug / Dragon's Breath / **Concussion**

**Modules** - None / Laser Sight / Flashlight

## UNLOCK METHOD

Sponsor Challenge Set #2

### 4. Revolver (selectable primary weapon)

## STATS

**Fire Mode** - Double Action

**Fire Rate** - Hold down trigger for 0.5 seconds to fire

**Damage** - 50/100

**Poise** - 40/100

**Penetration** - 40/100

**Capacity** - 6

**Reload Time** - 4s

**Recoil** - **How should we structure recoil?**

**Accuracy** - 5 Minute of Angle (MOA)

**Report** - Loud

**Wear Buildup** - 3.5/100 Wear x Shot

## ATTACHMENTS

**Magazine** - No Attachments

**Barrel** - 200DS (snub) / 40DS (short) / **50DS (Standard)** / 60DS (Long)

**Sight** - **Iron Sights** / Reflex / **x4 Scope**

**Stock** - **None** / Skeletal Stock

**Foregrip** - No Attachments

**Muzzle Device** - No Attachments

**Ammo** - **.357 Magnum** / .38 Special / .40 SW

**Modules** - **None** / Flashlight

## UNLOCK METHOD

Sponsor Challenge Set #3

## WEAPON ATTACHMENTS

Weapon Attachments should be split in 2 categories:

- **Common Attachments**

Should be unlocked by either extracting with a weapon sporting said attachments or purchasing them at the Weapon Upgrade Station. These kinds of attachments would include: suppressors, reflex sights, barrel types, flashlight or laser sighting modules.

- **Special Attachments**

Should be unlocked by completing a 4th set of Sponsor Challenges, and they should include: **Underbarrel Shotgun** and **Underbarrel Grenade Launcher** (AR); the **Standoff Device** (Pistol); **Concussion Ammo** (Shotgun), the **x4 Scope** (Revolver)

All common attachments for a particular weapon should be available as soon as the player unlocks that weapon.

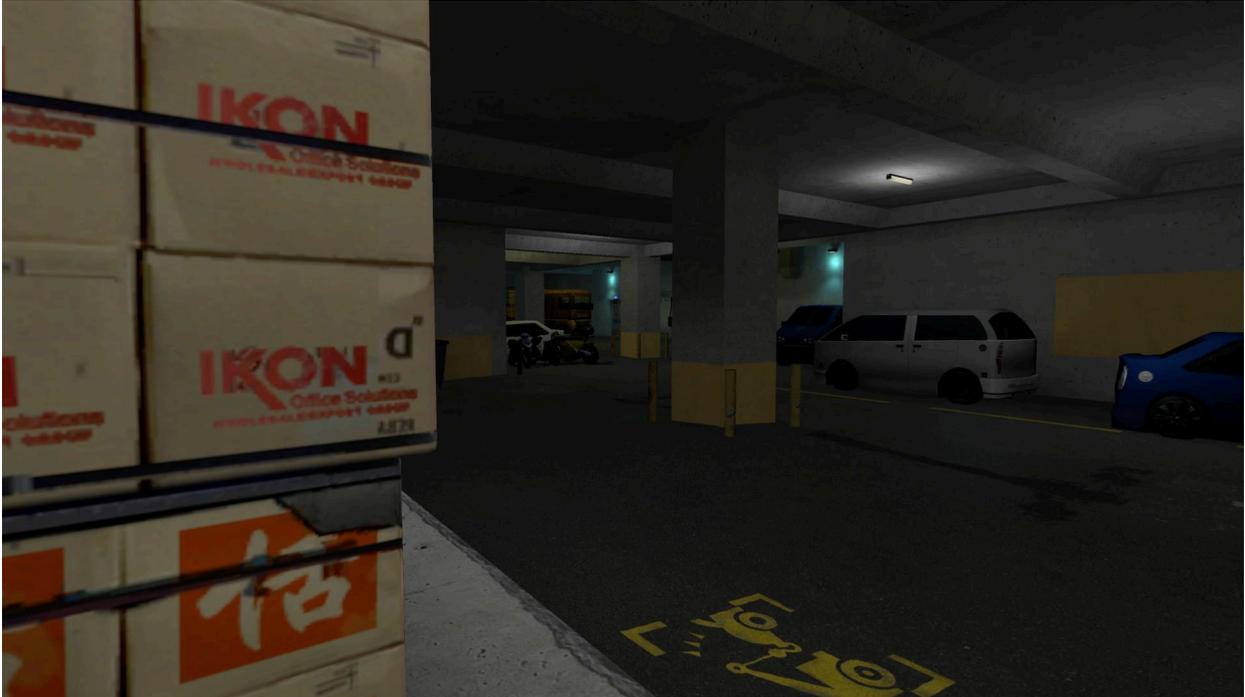
Special Attachments should only become available after beating Sponsor Challenge Set 4, and they should either introduce a new mechanic to the weapon or greatly alter its properties.

For Example:

- The **Underbarrel Grenade Launcher** or the **Underbarrel Shotgun** would allow the AR player to carry with them a single frag grenade or 4 buckshot shells to fire at any time during the match by switching to a **third firemode**: “underbarrel”.
- The **Standoff Device** on the Pistol allows the player to “punch” an enemy with their pistol, sending them staggering backwards, dealing armor-penetrating damage and opening them up for a mozambique drill.
- The **x4 Scope** for the Revolver would allow it to become a sniper rifle, potentially making it the strongest weapon in the game (on purpose).
- **Concussion Shells** for the shotgun would fire with increased recoil and increased spread, propelling the player backwards from the power of their kick. When fired downwards, this would turn the shotgun into a mobility tool - acting as an impromptu double jump.

# LEVEL SET

## 1. Close Quarters - “Oilsink”



An underground office space with an attached car park, mostly designed for close quarters.

Inspired by: Neotokyo - Oilstain

## 2. Vertical / Medium Range - “Main Event”



The main arena map, placed one level above Oilsink. Styled after a construction site, with plenty of catwalks, longer sightlines and 3 floors.

Inspired by: Neotokyo - Sentinel

### 3. Horizontal / Long Range - “Bomb Site”



An open site out in the outskirts of Attica City, formerly used as a military base by an old mercenary company in the days of the interpolitian wars. Features multiple enterable buildings, an underground section, a few catwalks and the longest sightlines of the three.

Inspired by: Neotokyo - Decom

## SPONSOR CHALLENGES

Sponsor Challenges would be optional challenges that allow the player to earn Drachmas, Cred, Unlocked Weapons and Special Attachments.

**Director's Note:** these should be figured out once we have the gameplay loop working, so we can give the players actually fun challenges.

### Sponsor Challenge Set 1

#### Challenge 1

[TBD]

**Challenge 2**

[TBD]

**Challenge 3**

[TBD]

**Challenge 4**

[TBD]

**Sponsor Challenge Set 2**

**Challenge 1**

[TBD]

**Challenge 2**

[TBD]

**Challenge 3**

[TBD]

**Challenge 4**

[TBD]

**Sponsor Challenge Set 3**

**Challenge 1**

[TBD]

**Challenge 2**

[TBD]

**Challenge 3**

[TBD]

**Challenge 4**

[TBD]

# AESTHETICS

[Gonna be laid out as a list for now, will refine later]







nt\_sentinel\_tdm

# neotokyo

NEOTOKYOHD.COM

in association with:



neotokyo map : nt\_sentinel\_tdm

a HALF-LIFE® 2 modification





