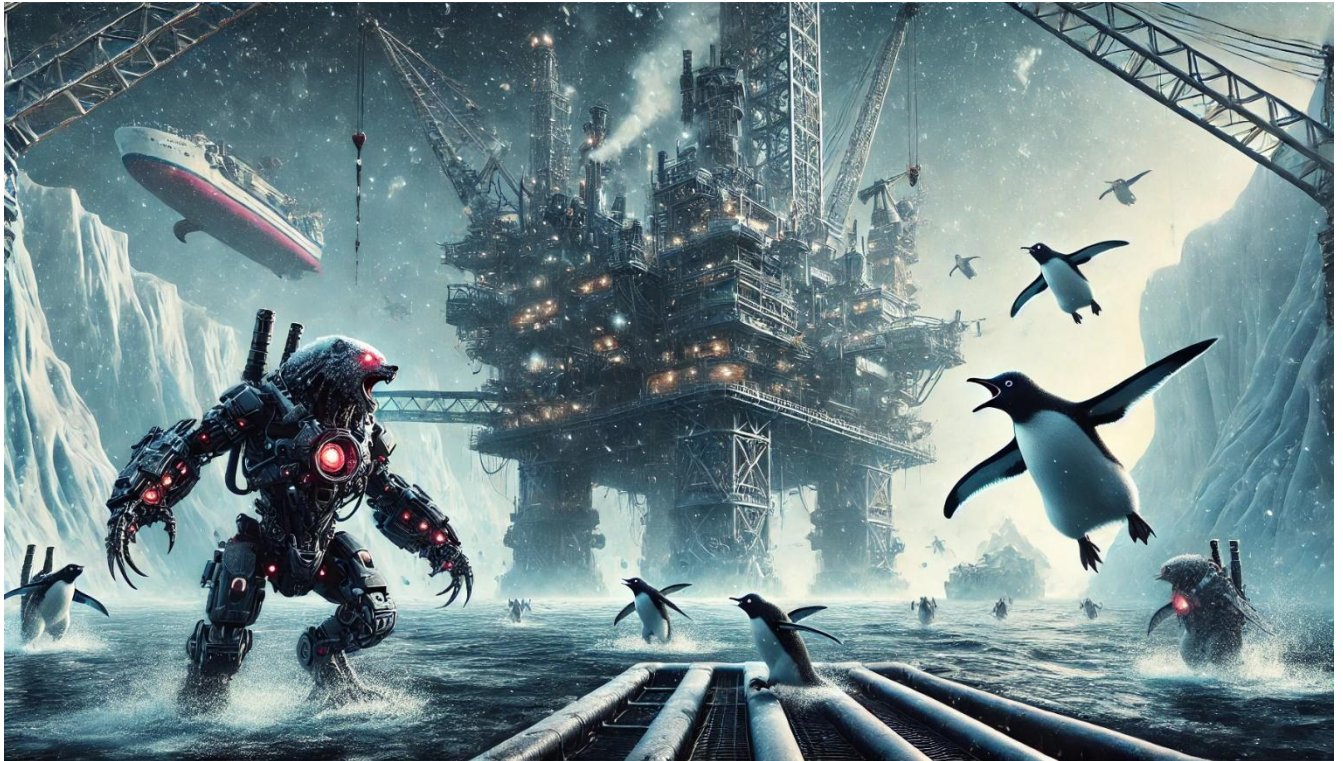


Oil of Defense

IP: Lost the IP to Star Wars

EPIC DISPLAY NAME: Aaron.Rennick



Change List

Date	Description	Author
Feb 11, 2025	The initial creation of the document	Aaron Rennick
April 1, 2025	Changes to the document (The IP fell through)	Aaron Rennick
April 17, 2025	Added content to the document	Aaron Rennick

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Story

In the Arctic Ocean, near Alaska, stands this rundown oil rig — a critical point both geologically and resource-wise, in the great war for the Arctic. The Polar Penguins and the Iron Polar Bear fight for control of the oil rig, aiming to gain dominance over this vital point and claim control of the North Pole.

The oil rig is built on stilts above the water, surrounded by icebergs, and has two similar sides. This makes for a brutal battle to hold control; the only difference is which warrior is the most skilled in capturing the rig.

This oil rig has many great machines. It has a state-of-the-art crane that transports crates fast around the rig, fuel tanks to store the rich oil, the best drills that can cut through bedrock, and an antenna for communicating a pending attack. The oil rig is in the Arctic Ocean, so it has an icy surface but has a great interior.

The Pipe area is where the water and the pumping travel. The office area keeps track of enemy movements and supplies. The control room moves storage boxes around the rig and communicates with the main base. The drilling platforms are where the action happens for collecting the rich oil. The fuel depot is the best place to store the oil, and a wide area is used to helicopter the oil out.

On the oil rig, each area is connected by a bridge that provides some cover. Since the rig is in the Arctic, it is protected by many surrounding icebergs that provide nice cover for the whole rig. The side routes lead to the drill platforms, a nice path to sneak around the map, where the main route leads to the fuel depot, the middle part of the map.

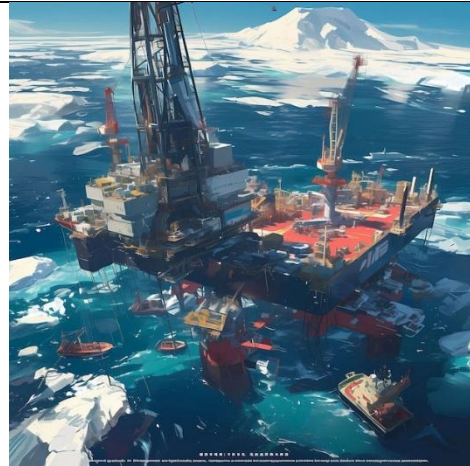


Reference

ENVIRONMENT



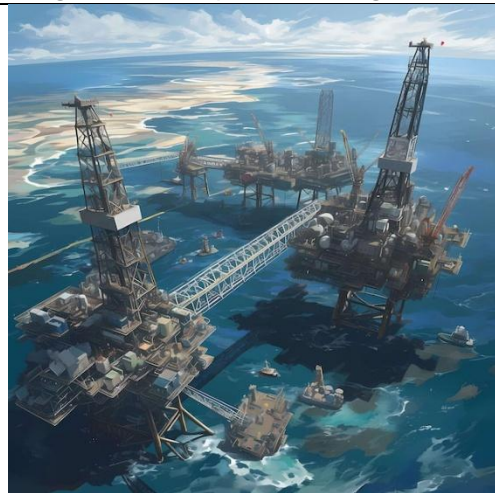
Showing the landscape



Showing the close-up of the oil rig



Showing the navigation of the pathway



Showing the different platforms

SETTINGS



Showing the ocean part of the oil rig



Showing the control room area but mainly looking at the outside part of the control room

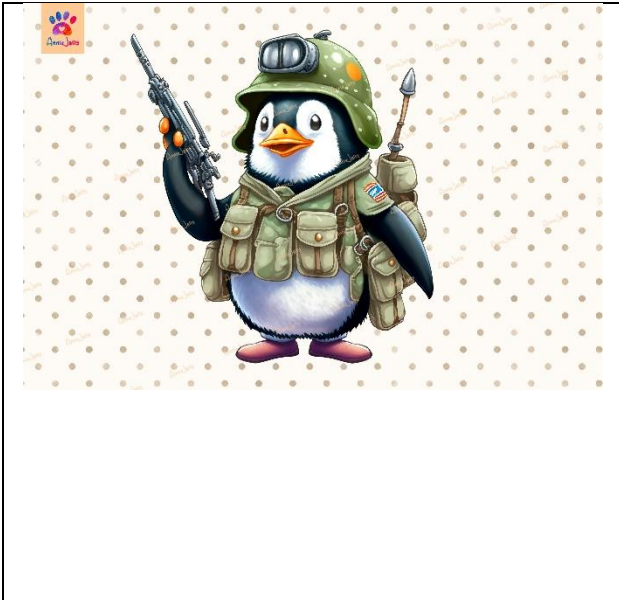


Showing the drill area, but the drill in mine is outside



Showing the boundaries of the oil rig

CHARACTER



Showing the Penguin soldier



Showing the penguin army in a whole



Showing the polar bear captain



Showing the polar bears

THEME



Showing the warfare on an oil rig



Showing the building structure with ice and snow



Showing the iceberg, but my oil rig will be in between two icebergs



Showing the layout of the different parts of the oil rig

Program / Requirements / Features / Gameplay

Pipe area

- Used for the spawn area to provide cover

Office area

- Medium-sized area
- Where the capture zone sits for the enemy flag
- Three different focused paths left, right, and middle

Control Room

- Open small focus paths
- Used to connect each area together
- Used for the players to flank each other

Drilling Platform

- Little cover in the middle of the platform
- Used to sneak past the hostile team

Fuel Depot

- Different spots for cover
- Open area
- Used for the middle area of the map
- Area of high conflict

Combat

Close – Players are close in distance

Range – Players are far from each other

Defence – Players need to defend/fight to capture the flag

Weapons/Health/Shields

Pistol – Player's pick-up pistols for combat

Assault Rifle - Player's pick-up assault rifle for combat

Rocket Launcher - Player's pick-up rocket launcher for combat

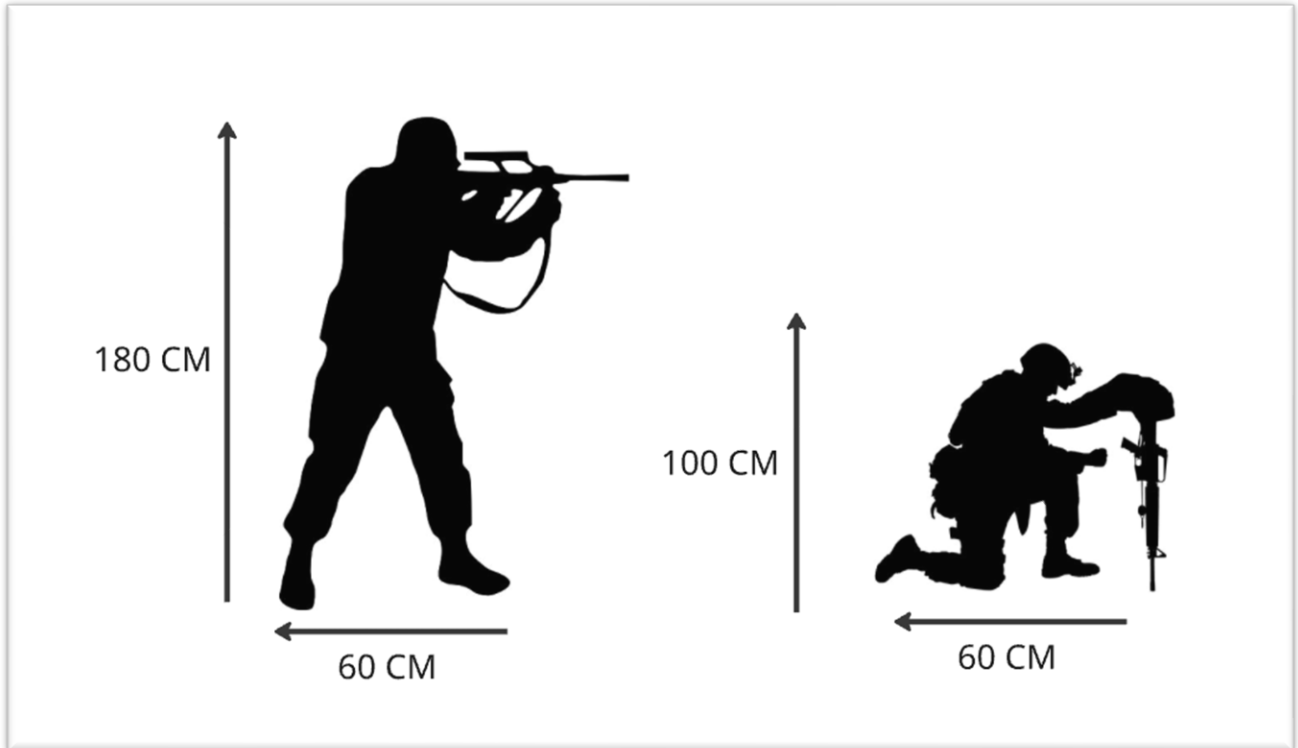
Bandages - Player's pick-up bandage for a small amount of healing

Small Shield Potion - Player's pick-up shield potion to get a shield

Chug Jug - Player's pick-up bandage for a large amount of healing

Metrics

Character



Camera

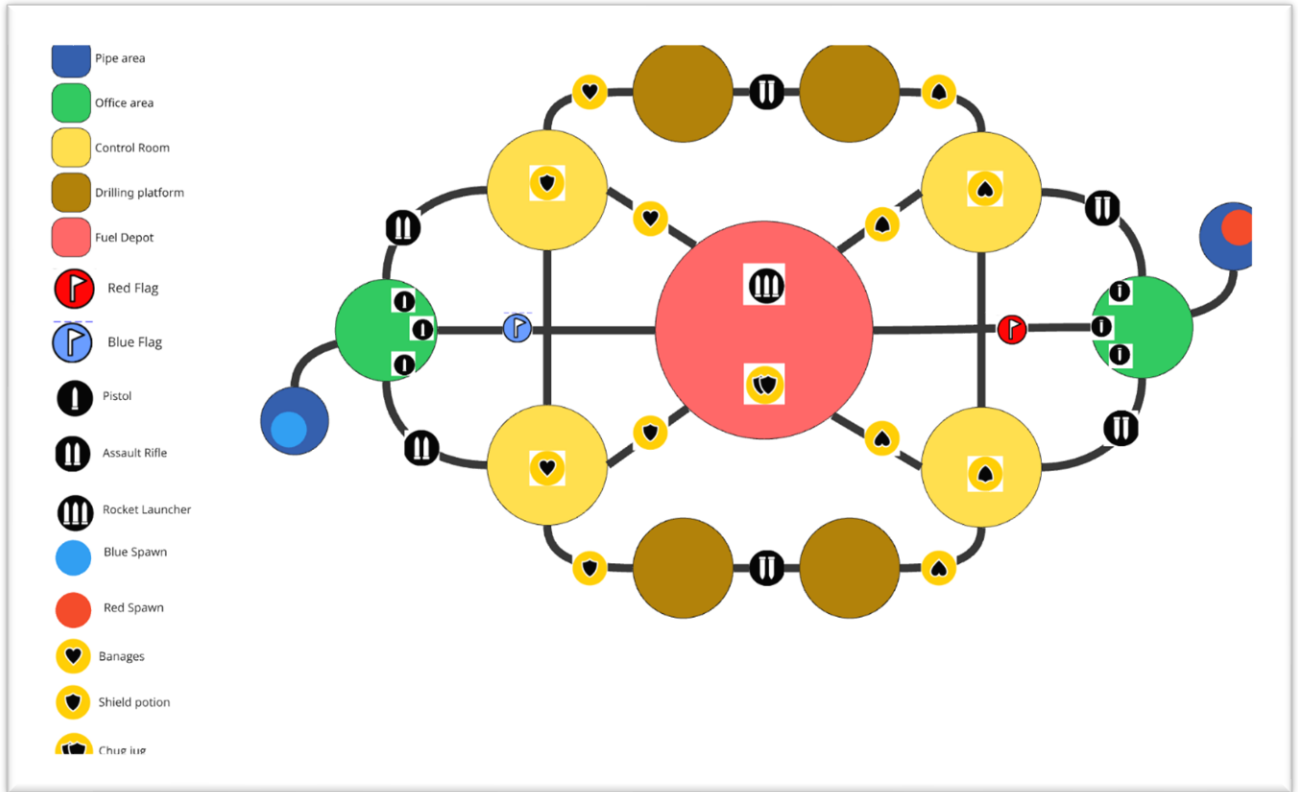
- Third Person-Shooter
 - When a player is moving around
- First Person-Shooter
 - When a player is aiming their gun
- FOV control

Controller

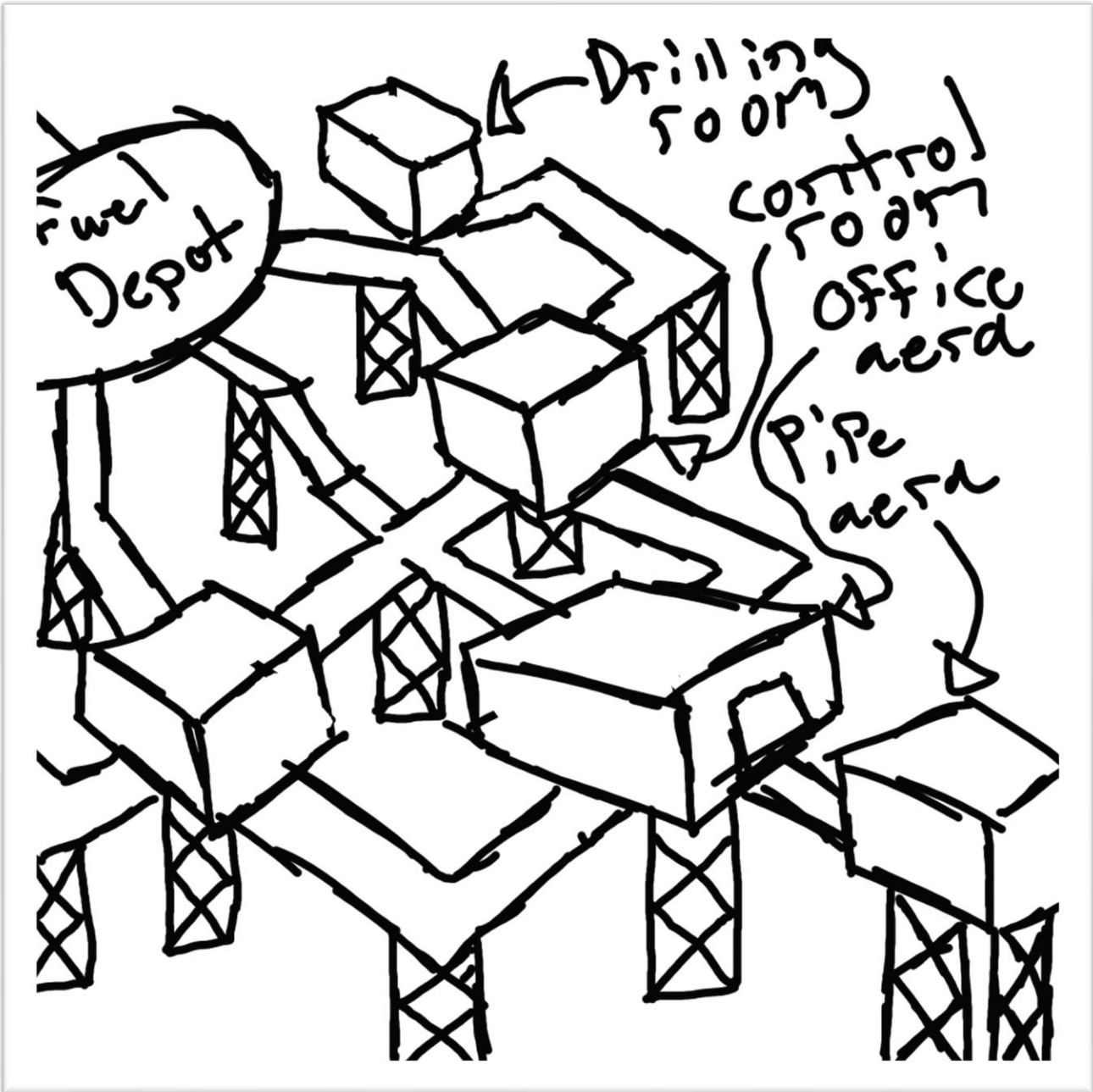
- Jumping
- Walking
- Sprinting
- Siding
- Crouching
- Mantling

Diagram

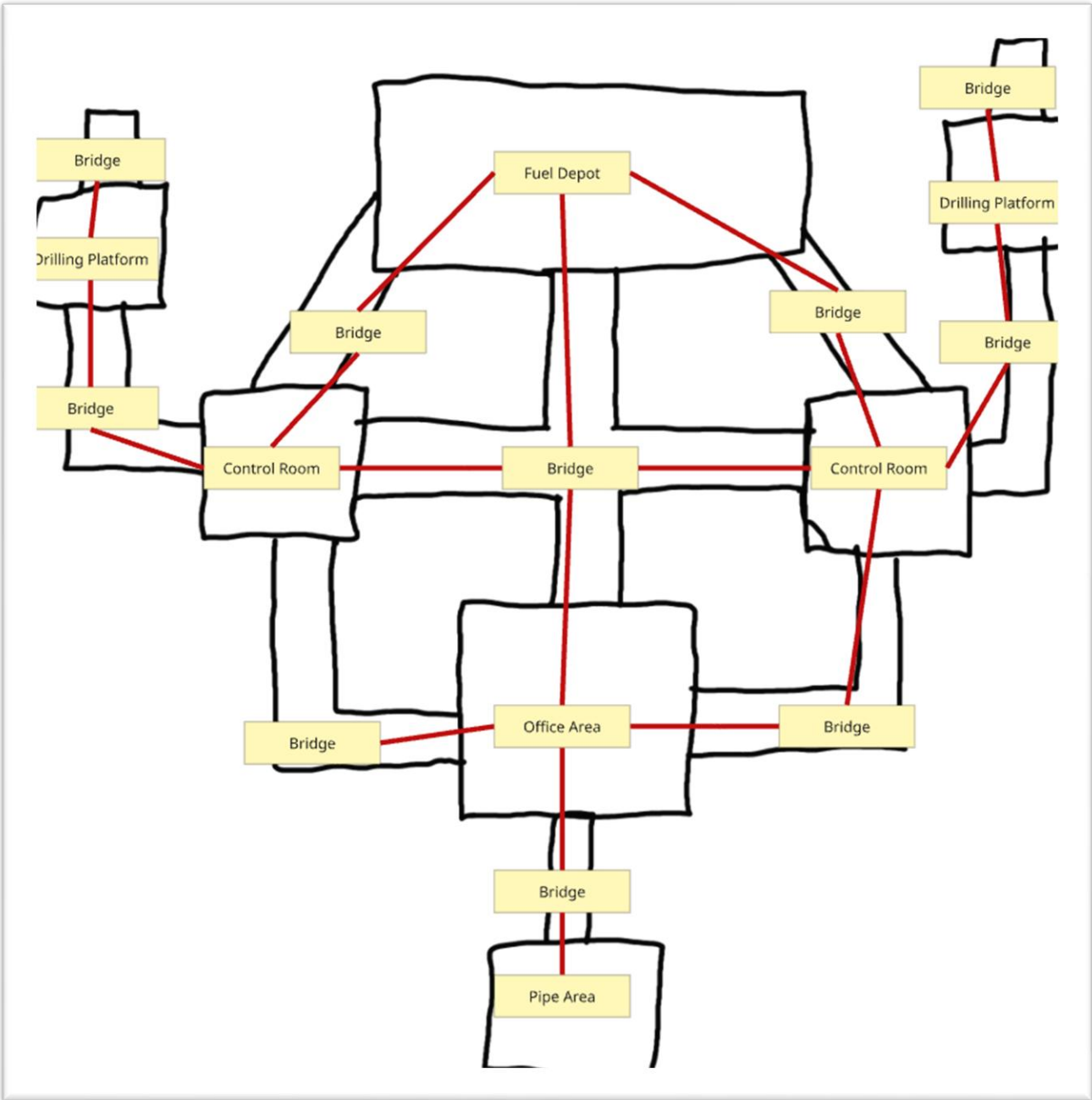
Network Map



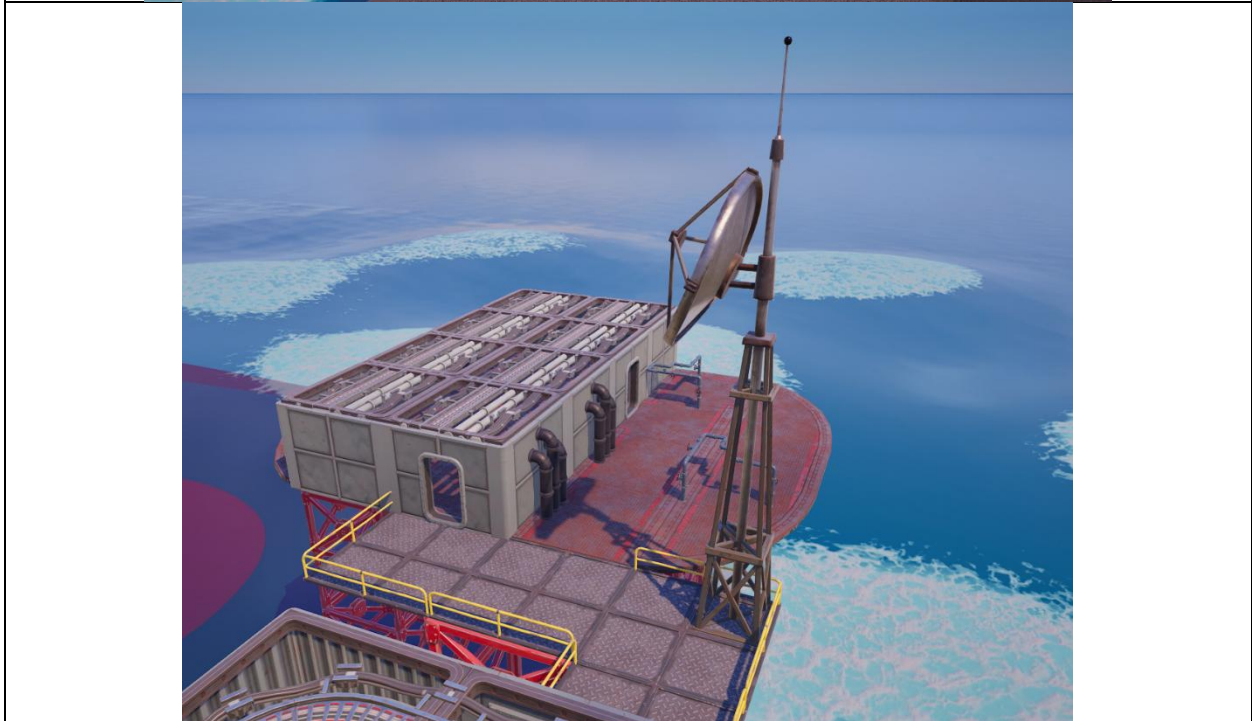
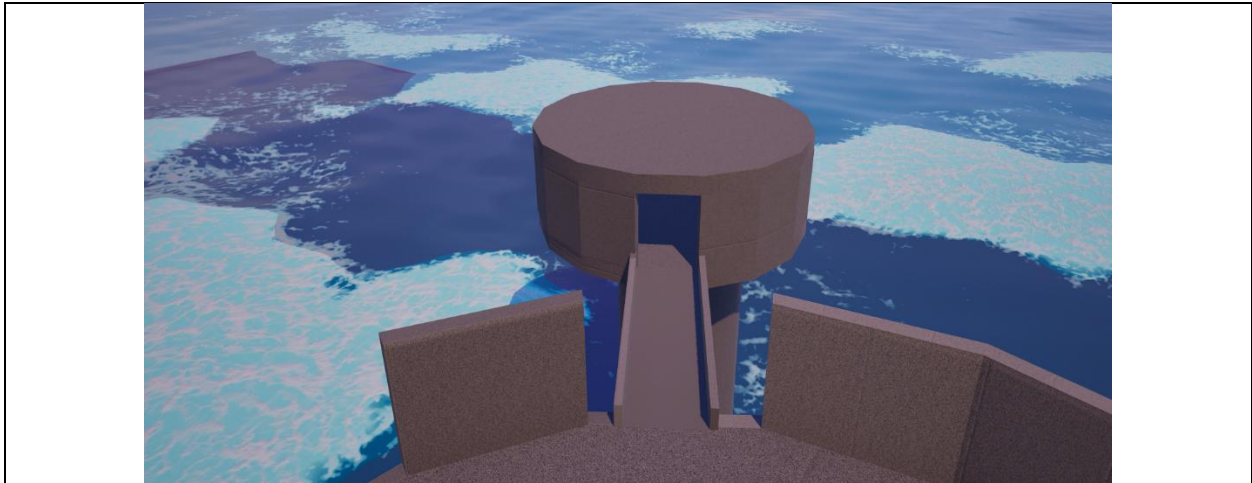
Oil Rig Sketch



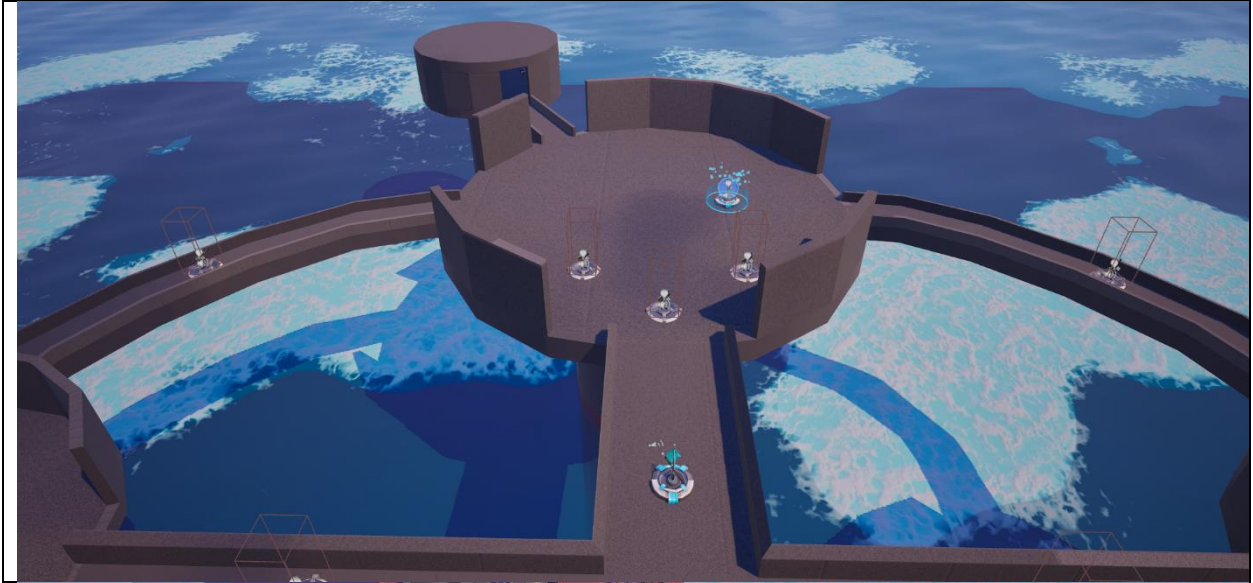
Information Map Pathing



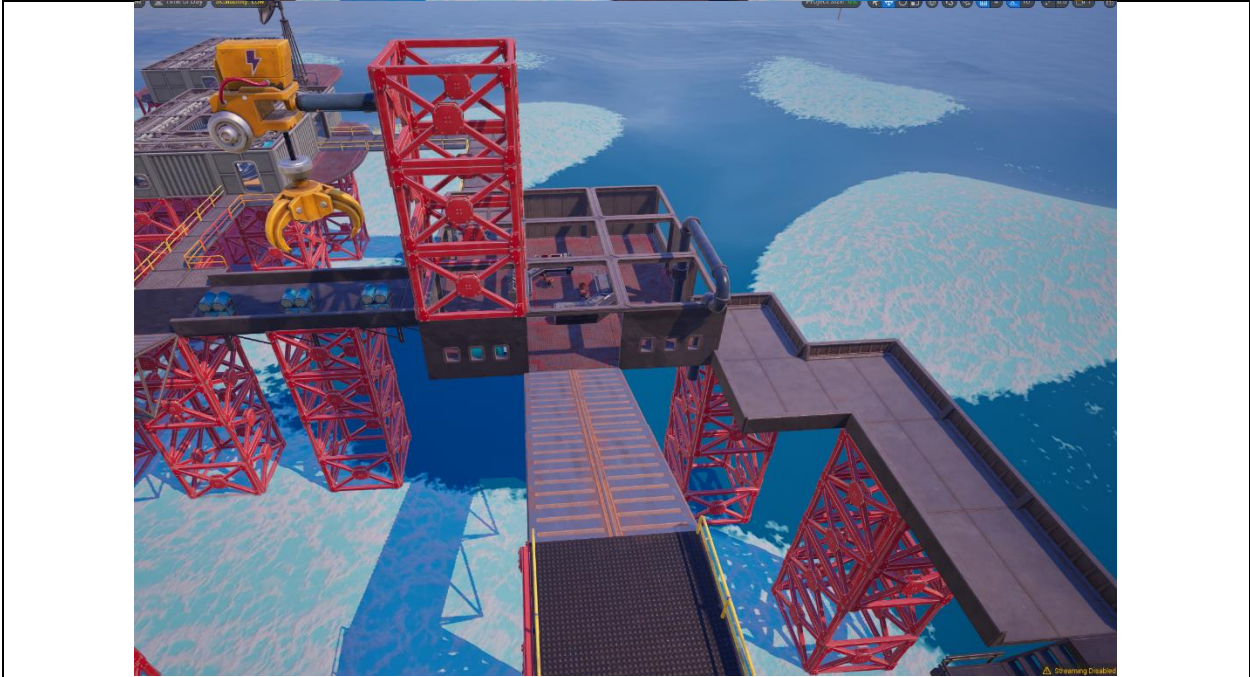
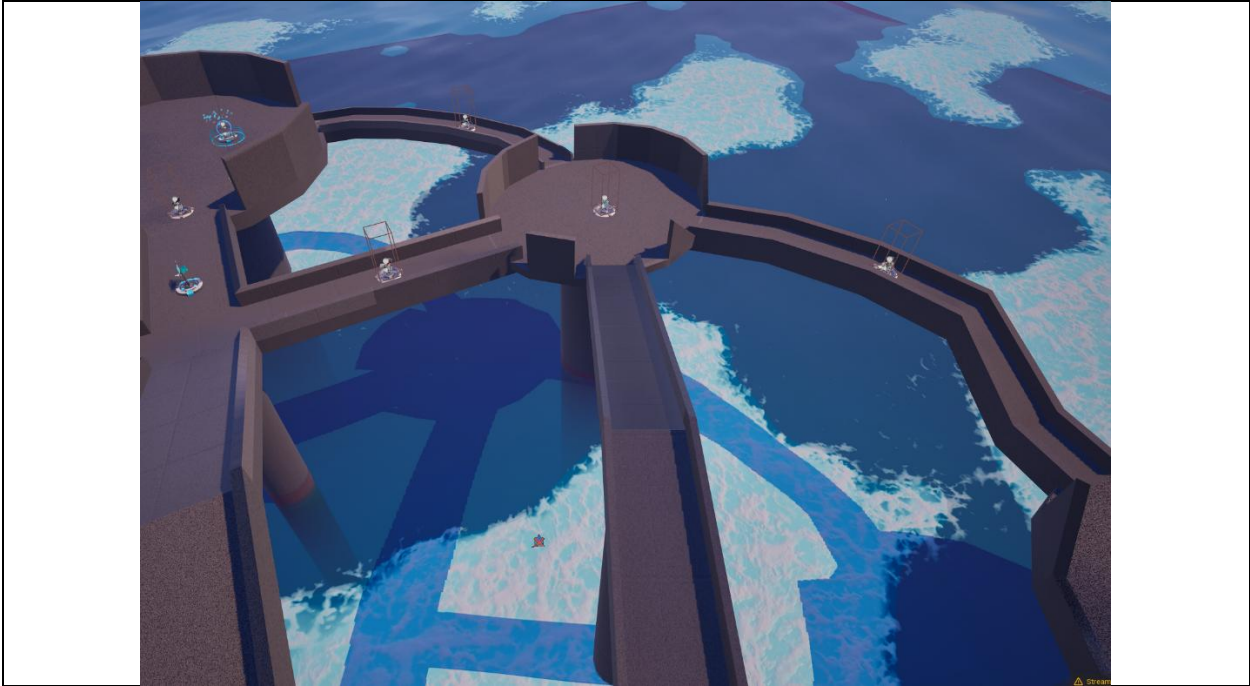
Comparative Screenshots



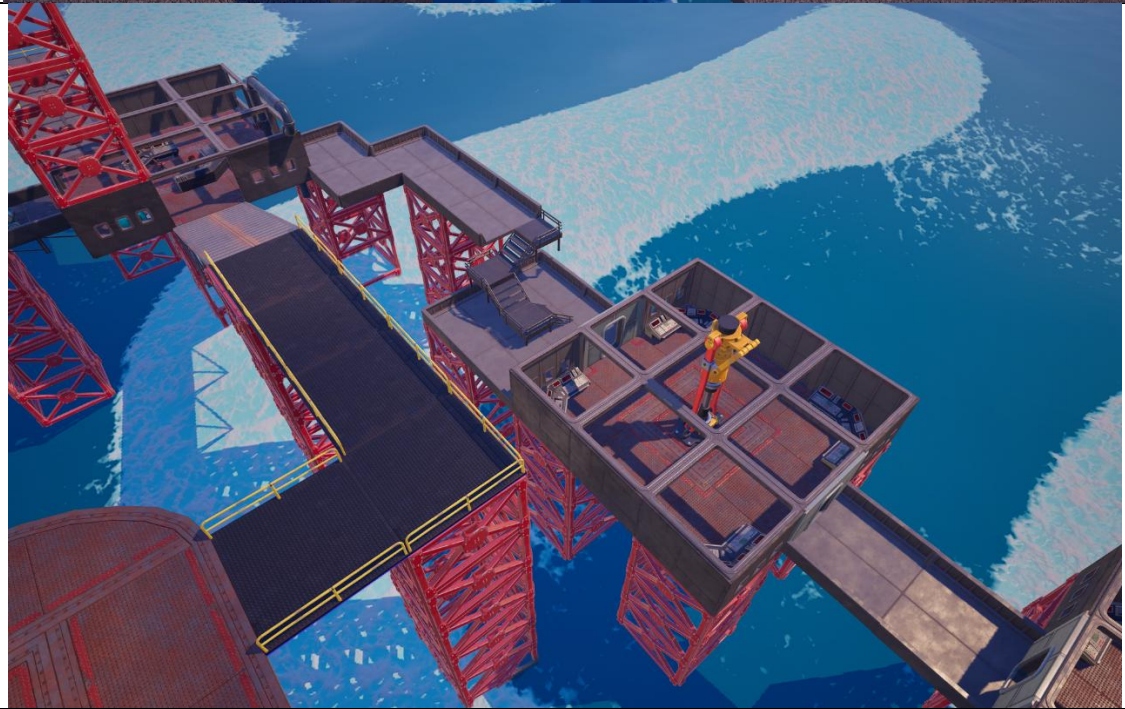
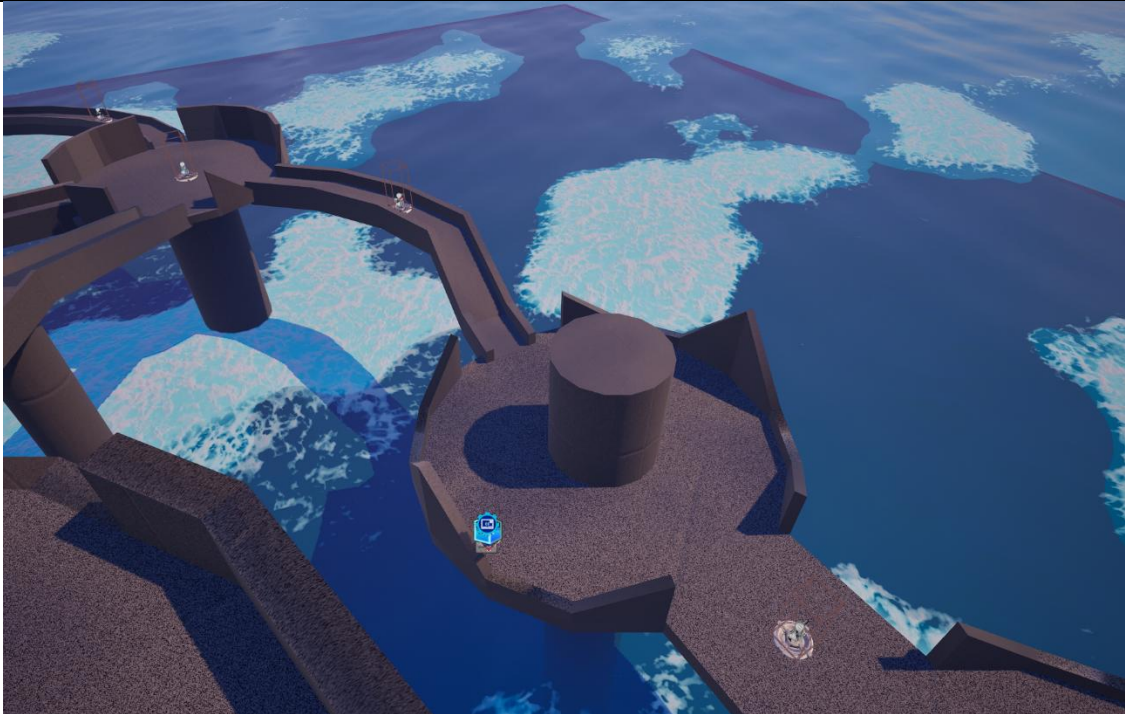
The spawn location for the player on the blue team. The region is the pipe area.



The office area is where the players decide what path to take.



The control room is the choice of either flaking or getting into combat.





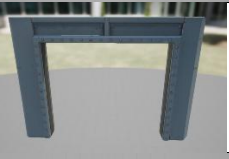



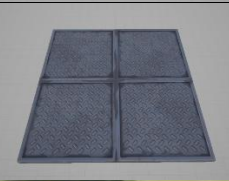
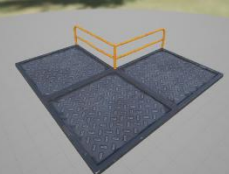
The drilling platform where the players sneak to get to the other side.




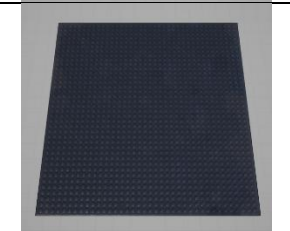
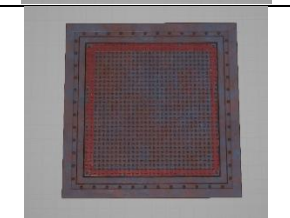
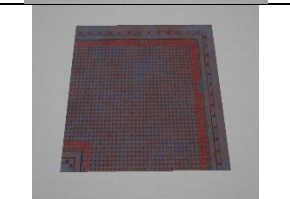
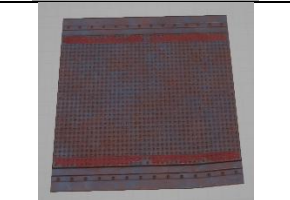
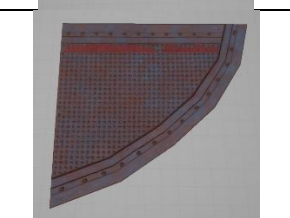


The fuel depot the middle of the map the area where combat usually happens.

Schedule

Base/Details/Hero





KIT	SUB	OBJECT	USE	IMAGE
THE RIG	BASE	OilRigPlatformWall01	5	
THE RIG	BASE	OilRigPlatformWall02	10	
THE RIG	BASE	OilRigPlatformWallArch	2	
THE RIG	BASE	FloorsGenericBasicTile NOLOD01	4	
THE RIG	BASE	FloorsGenericBasicTile NOLOD02	6	
THE RIG	BASE	FloorsGenericBasicTile NOLOD03	2	
THE RIG	BASE	CatwalksFloor	17	
THE RIG	BASE	CatwalksInner	2	

THE RIG	BASE	CatwalksStraight	1	
THE RIG	BASE	Girder	640	
THE RIG	BASE	OilRigPlatformWallWindow	1	
THE RIG	BASE	FloorsGenericBasicTile	14	
WRECKED	BASE	SharkBaitDeck01	30	
WRECKED	BASE	SharkBaitDeck02	13	
WRECKED	BASE	SharkBaitDeck03	20	
WRECKED	BASE	SharkBaitDeck04	12	

WRECKED	BASE	SharkBaitDeck05	14	
WRECKED	BASE	SharkBaitDeck06	20	
WRECKED	BASE	SharkBaitHullWall	21	
WRECKED	BASE	SharkBaitHullWindow	12	
WRECKED	BASE	SharkBaitDeckSkylight	56	
WRECKED	BASE	StageStairs	6	
WRECKED	BASE	FNECBurntTiresRampSt raight	6	
WRECKED	BASE	StageHigh	12	
THE RIG	DETAILS	OilRigFloorPipes01	12	

THE RIG	DETAILS	OilRigFloorPipes02	4	
THE RIG	DETAILS	MilitaryBasePipeTriple	2	
THE RIG	DETAILS	CatwalksRailing	62	
THE RIG	DETAILS	OilRigDesk	9	
THE RIG	DETAILS	OilRigDeskChair	8	
THE RIG	DETAILS	OilRigBarrelRack	6	
WRECKED	DETAILS	UtilityFacPipe01	21	

WRECKED	DETAILS	UtilityFacPipeFitting	2	
WRECKED	DETAILS	UtilityFacPipe02	6	
WRECKED	DETAILS	UtilityCockpitConsole	10	
WRECKED	DETAILS	SharkBaitRailing	50	
WRECKED	DETAILS	UtilityCockpitCeilingCo nsole	2	
WRECKED	DETAILS	UtilityWaterHeater	1	
WRECKED	DETAILS	UtilityPipeKit	3	

WRECKED	DETAILS	UtilityPipeStraight128M ountValve	4	
THE RIG	HERO	PowerPlantReactorCran eClaw	1	
THE RIG	HERO	OilRigDrill	2	
WRECKED	HERO	SharkBaitOrbSiloB	2	
WRECKED	HERO	NeoTiltedAntenna01Top	1	