Oblit Gamewerks Inc. — Studio Overview

Gamewerks is an independent game development studio focused on creating old-school first-person shooters powered by modern Unity-based systems. The studio approaches game design as a technical discipline, where gameplay is driven by structured mechanics and systemic interactions rather than scripted spectacle or cinematic shortcuts.

Projects are developed using modular architectures in which combat, AI, HUD, and scripted events operate as interconnected components within a unified framework. This design enables systems to scale and evolve without destabilizing core gameplay, preserving mechanical clarity, consistency, and long-term maintainability while supporting complex interactions between features.

Unlike conventional progression models, all levels are unlocked by default. This design prioritizes player agency, experimentation, and system mastery over artificial content gating. Difficulty emerges from the interaction of game systems and player decision-making, not from restricted access or linear progression barriers. Any level can be played at any time, allowing players to engage with the game on their own terms and explore its mechanics without imposed constraints.

Design Philosophy

Oblit Gamewerks Inc. combines traditional FPS design principles with modern system engineering. Gameplay is fast, readable, and mechanically honest. Levels are designed to encourage exploration and experimentation while maintaining structured encounter logic.

Core design priorities include fair-but-demanding difficulty, strong visual and HUD feedback, deterministic system behavior, and minimal reliance on scripted hand-holding. Features are not added for spectacle but for functional impact on gameplay.

Rather than isolating mechanics, all systems are designed to reinforce each other, ensuring that combat, AI behavior, and player feedback operate as a coherent whole.

Technical Framework

Development is conducted in Unity using a modular, system-oriented architecture designed for scalability and long-term maintainability. Core gameplay systems are implemented as independent modules connected through event-driven communication and data-driven configuration.

Key technical components include modular combat logic, AI encounter orchestration driven by trigger and zone systems, deterministic scripted event chains, and an event-driven HUD pipeline optimized for low-latency feedback.

This framework enables rapid iteration, controlled system interaction, and future expansion without requiring structural redesign of existing gameplay systems.

Signature System: Medical Injector Framework

A distinctive gameplay layer under development is the medical injector system, which introduces pharmacology-based mechanics into FPS combat. It will be introduced in Op Oblit 3, the pharm war.

Injectors provide timed performance enhancements while generating side effects that must be actively managed by the player. This creates a strategic layer where combat effectiveness is balanced against physiological and psychological instability.

The injector system is integrated with combat logic and HUD telemetry, allowing effects to stack, interact across systems, and remain visible to the player in real time. Designed as an extensible subsystem, it can be expanded with additional injectors, interaction rules, and physiological variables without altering the core FPS architecture.

Projects

Operation Obliteration I established the foundational mechanics and design language of the series.
Operation Obliteration II expanded system complexity, encounter density, and scripted event logic.
Operation Obliteration III represents the technical consolidation of the series, built on a modern Unity-based FPS framework with fully modular architecture and integrated systemic gameplay layers.

Studio Focus

Oblit Gamewerks specializes in FPS system design, modular Unity frameworks, level architecture, HUD engineering, and systemic gameplay mechanics. The studio prioritizes mechanical clarity, scalable architecture, and meaningful player agency over trend-driven design and superficial spectacle.The studio's objective is direct: create shooters that are technically rigorous, mechanically honest, and built to be mastered.

Links

Studio Website: https://oblitgamewerks.github.io/OB/
Steam: https://store.steampowered.com/app/4257370/Operation_Obliteration_2/
Itch: https://operationobliteration.itch.io/
YouTube: https://www.youtube.com/playlist?list=PLaum6JuosFN0wfP2eXU0GESPhWM7TvE5N
Email Contact: oblitgamewerks@mail.com

OP OBLIT HOME