

2DRFTRS

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DEADMAN

You won't get out alive

Version #1.0

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Version History

Version 1.0 – Available at: <http://00s.github.io/deadman/#/wakeup>

Source Code: <http://github.com/00s/deadman>

[This is the body of your video game design document. You should add and delete sections as they pertain to your game's design.]

I. Game Overview

The game is inspired by Cargo, an Australian short movie Finalist of Tropfest Australia 2013. Directed by Ben Howling & Yolanda Ramke, the movie take place in the midst of a zombie apocalypse, where a man sets in motion an unlikely plan to protect his precious daughter.

The game lays in some of the possibilities beyond the path followed by the creator, but the player's mission is to follow the one Cargo introduces.

II. Game Play Mechanics

The player must read the history and click on the links to change a destination.

III. Controls

Mouse.

IV. Saving and Loading

If the player reach a wrong end, an option is provided to start again from the beginning.

V. Interface Sketch



VI. Game World

Cards compose the interface in a three-dimensional plan.

VII. Levels and Game Progression

There are three decision levels where in each node slide there are two more options to move on.

VIII. Story Index

The following Activity Diagram describes the paths.

