Crappy Wars

Game Design Document

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1 Game Overview

Title: Crappy Wars
Platform: PC Standalone
Genre: Turn Based Survival
Rating: E
Target: Casual Gamer (aging from 10-30)
Release date: December 9, 2019
Publisher: The Passive Aggressive 3D Coders

Although the name Crappy Wars sounds quite depressing, don't let the title deceive you. This game is the love child of turn based gameplay and a zombie survival bananza. Players become a lone soldier in a zombie infested environment with only one goal: survival. However, unlike other zombie survival games, Crappy Wars introduces turn based action, forcing players not only to avoid falling into the ferocious jaws of the undead but also an element of strategy. This game provides a fun and competitive environment for turn based fans and zombie enthusiasts.

2 High Concept

Crappy Wars plots the Player right in the middle of an unnamed wilderness where they are surrounded by incoming zombies. Players must kill as many zombies as they can, while also trying to make it to the safety zone. Each player turn allows the player to either move a set distance, heal, or end their turn. For every zombie turn, a zombie in range will move towards the Player in an attempt to cause some damage. Destroy, survive, escape.

3 Unique Selling Points

- Turn Based, Zombie Survival Fusion
- Point and Click Movement
- Camera Pan Over Abilities

4 Platform Minimum Requirements

PC STANDALONE

5 Competitors / Similar Titles

Plants vs Zombies (2009)

Credits:

Carlos Gamino, Armando Ramos, Sienna Sacramento, Kent Truong

6 Synopsis

You are a solider, no, a survivor. You will do whatever it takes to escape this wilderness, even if it means fighting tooth and nail against blood-thirsty zombies. No matter the circumstance, you will find a way to survive.

7 Game Objectives

The objective of the game is to kill as many zombies as possible, while also escaping to the safety zone.

8 Game Rules

The game level is medium sized, set in the wilderness. Zombies remain stagnant until the player comes within range. When in range, zombies will inflict damage against the player. When it is the Player's turn they can move, heal, or end their turn. The Player will increase their score by killing more zombies, but they could also die if the damage inflicted exceeds their life scale.

9 Game Structure

Level 1

Start Menu → Gameplay → Credit Screen
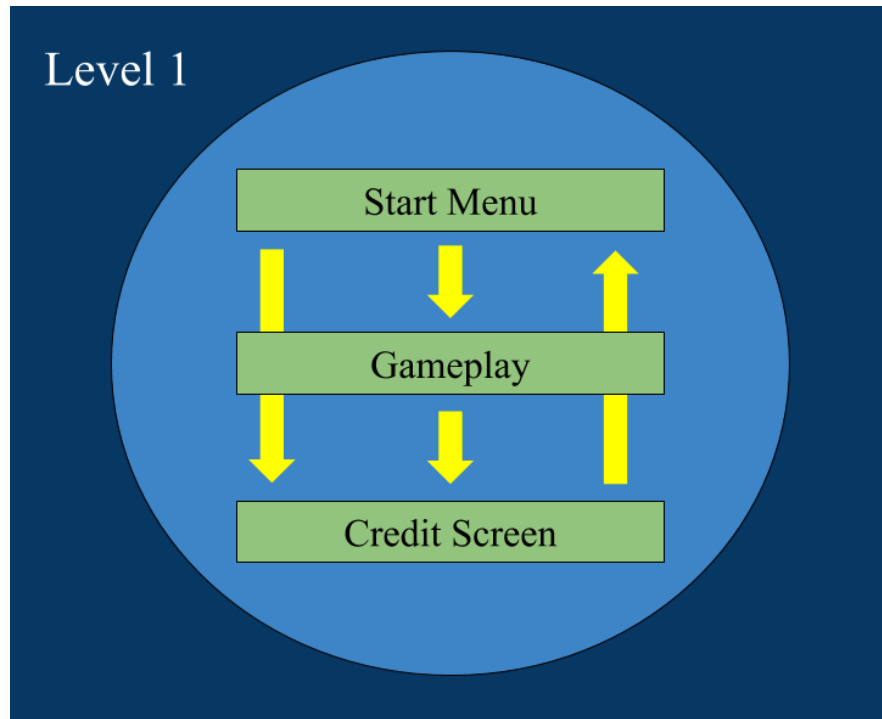
10 Gameplay

10.1 Game Controls

Right click to select movement location or select action from Player UI
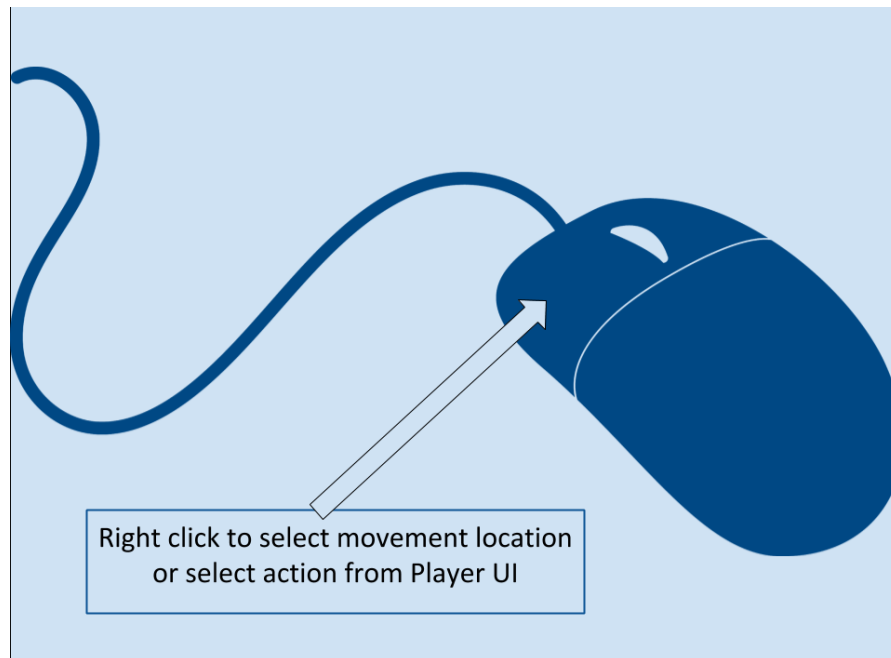
10.2 Game Camera

The game starts off with a top-view of the game environment. The player character can be seen in the middle third of the screen. By hovering over the edges of the screen, the camera will pan over to that area of the environment. This allows for dynamic camera movement.

10.2.1 HUD

PLAYER NAME

Indicates the Player's name

PLAYER HEALTH

Displays how much health the Player has left

MOVE COUNT

Shows how many moves the Player can make in a turn

ACTION BUTTONS

Portrays what actions the Player can make: move, heal, cancel move, or end turn.

11 Player

11.1 Player Character

The solider is a battle worn veteran of combat. After years of service, the soldier was finally able to live a peaceful life. Unfortunately, his peace has been disturbed by a mob of zombies. In the serenity of the wilderness, the solider will pick up the fight again to survive.

11.2 Player Metrics

Max Move Distance Per Turn: 30
Max Health: 5
Heal Rate Per Turn: 1

11.3 Player State

Idle: When the Player has not taken any action, an animation of subtle movement is cycled.

Move: When the Player has indicated a location to move towards, an animation of the solider walking will play until the solider reaches the designated spot.

Attack: When the Player engages in combat with a zombie, this animation will portray the solider firing a weapon.

11.3 Player Weapon

The Player has only one weapon and that weapon is their trusty gun with a set attack power.

12 Character Line-Up

13 NPC

13.1 Enemies

Enemies are generated throughout the environment and only move when the Player is within range. They all produce the same amount of damage on the Player.

Zombie

SPEED	MAX HEALTH	UNIT LEVEL	ATTACK DAMAGE
3	1	1	1

13.1.1 Enemy States

Idle: Enemies in the idle state will cycle through an animation of subtle movement.

Move: Enemies in movement will trigger a walking animation. This state is triggered when the Player moves within range.

Death: Enemies killed by the Player will trigger the death animation, where the zombie will appear to die.

13.1.2 Enemy Spawn Points

Enemies are pre-generated into the game level at set intervals around the environment.

14 Art

14.1 Setting

The game takes place in the wilderness. There are multiple static objects in the setting, like trees, hills, and mountain walls. The Player can walk up hills and rocks, but not trees or mountain walls.

14.2 Level Design

The level consists of sparse open spaces and the occasional hill and trees. Trees act as obstacles and hills act as vantage points for the Player to defend or attack incoming zombies. Enemies are pre-generated across the map at set intervals.

14.3 Audio

NAME	CATEGORY	DESCRIPTION
371516__mrthenoronha__space-game-theme-loop.wav	Background Music	Plays during gameplay
161367__dream4dreamtheater__ha-oww.mp3	FX	Plays when Player gets injured

15 Minimum Viable Product (MPV)

- One Player (Solider)
- Built for the PC Platform

16 Wish List

ADD QUEST SYSTEM

If development time were extended, objectives, like locating items and returning them to non-playable characters would be added to diversify gameplay.

ADD VARYING MAPS

The current environment is very generic and simple. Given more time, maps with other themes, like fire or water, would be included.

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