

Wasteland Game Design Document



Either Run or Get Caught

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Game Development Team Members

PRODUCER

Alexander Florendo

PRODUCTION MANAGER

Alexander Florendo

PRODUCTION COORDINATOR

Alexander Florendo

GAME DESIGNERS

Alexander Florendo

SYSTEMS/IT COORDINATOR

Alexander Florendo

PROGRAMMERS

Alexander Florendo

TECHNICAL ARTISTS

Alexander Florendo

1. Game Overview

Title: Wasteland

Platform: PC, Mac OS

Genre: 2D Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: Holiday 2022

Publisher: Vault Studios

Description:

“Wasteland” takes place in the far future of 2998. War, greed, and power have burdened The United States sending the country into a civil war and a nuclear fallout. The results of war have left survivors to fend for themselves and to look after their own.

You are a scavenger from Vault 24-one of the few sustainable sanctuaries for wasteland survivors. Your character was sent out for a weekly supply run outside Vault 24 and into the Texas wasteland. Upon your return home, a Deathclaw-the wild’s most notorious apex predator-discovers you from afar. You notice the Deathclaw approaching you quickly and with you being one of the only few scavengers for Vault 24, you can not risk losing your life or the supplies you have gathered.

You are not far from home but the Deathclaw is approaching you fast. The player’s task is to survive as long as possible while gathering as much supplies as you can without dying.

2. High Concept

Wasteland sets players in a desert dystopia where the main goal is to survive. Players must avoid the wastelands obstacles and creature’s that come their way in order to bring home essential goods to their vault.

3. Unique Selling Points

- Unique Setting
- Multiplatform
- Play as your favorite character--Vault boy

4. Platform Minimum Requirements

OS: Windows 8; Recommended: Windows 10

CPU: Intel or AMD processor; Recommend: 2.1 GHz or higher

GPU: GTX 670 or higher

Disk Storage: 4GB

Internet: No internet connection required

5. Competitors / Similar Titles

Super Mario Bros by Nintendo [Gameboy]

Fallout Series by Bethesda Game Studios [Xbox, Playstation, PC]

6. Synopsis

You are a scavenger for your assigned vault--Vault 24. As your character is the bridge between your home and the outside world, your contribution as a scavenger plays a crucial role for other's survivability in a post apocalyptic world

7. Game Objectives

Main Objective: Return to vault 24 with all of the supplies you have gathered from outside.

Side Objective: If you obtain more supplies on your way back, the player is rewarded with a bonus score.

8. Game Rules

- Players are placed in an environment where they must avoid the area's obstacles and wildlife.
- A player's score is dependent on the amount of health left with their character and how much supplies they have gathered before reaching the end.

9. Game Structure

Main Menu →Game→End Screen

10. Game Play

10.1 Game Controls

PC / Mac OS

Move Left: Left Arrow / A key

Move Right: Right Arrow / D Key

Jump: Space Bar

Pause Game: Escape Key

10.2 Game Camera

When the game starts, the camera is fixed on the player's position. When the player moves, the game camera follows.

10.2.1 HUD



Player Health [Top Left]: Indicates the amount of health left on the player.

Score Counter[Top Right]: Indicates a score the user is currently receiving.

10.2.2 Maps

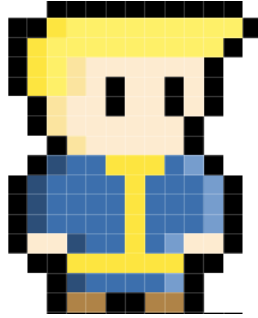


At the game's current state, Wasteland showcases one level.

11. Players

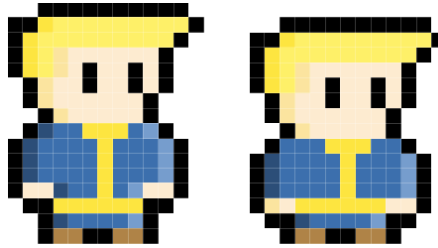
11.1 Characters

Users are able to play one player, Vault Boy—a scavenger of the Texas wasteland for Vault 24.

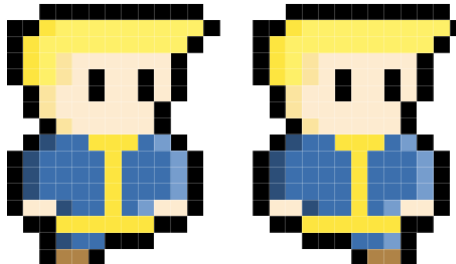


11.2 States

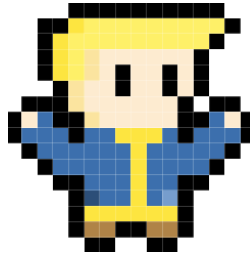
Idle State:



Running State:



Jump State:



12. Enemies

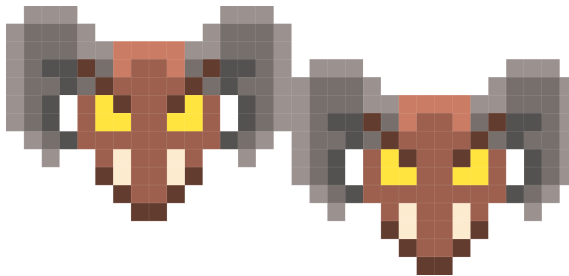
12.1 Enemy

Deathclaw:



12.2 Enemy States

Idle:



12.3 Enemy Spawn Points

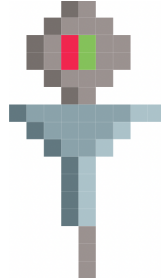
For a given level, enemies will spawn at predefined locations throughout the area.



14. Environment

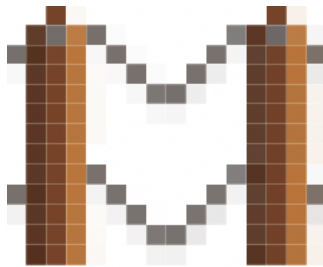
15.1 Visual Arts

Collectables: Throughout the course of the level, players will be given a chance to gather collectables for Vault 24. Stimpaks provide needed medications provided for health regenerative support.

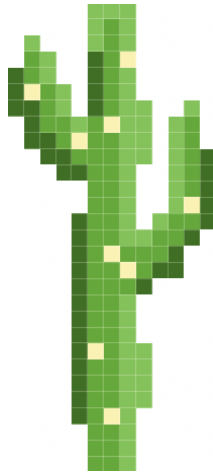


Obstacles:

Fences:



Cactus:



15.2 Minimum Viable Product (MVP)

- One Player to choose from
- One level
- Currently available for PC / Mac OS

15. Wish List

ADD CHARACTER CUSTOMIZATION

Vault Hunters range from various looks. Allowing players to choose different character customizations adds a sense of relevancy between the player and their character.

ADD COMBAT SYSTEMS

Allowing for a combat system implementation allows players to fend for themselves than running away from their problems.

16. Bibliography

Main Menu Background Image:

Krishna, Gopal. Dubai, United Emirates. Unsplash: Photos for everyone,
<https://unsplash.com/photos/iJrexd5j7PI>

Game Scene Background Image:

PWL. opengameart.org.
<https://opengameart.org/content/seamless-desert-background-in-parts>

Code:

Coco Code. “Create Great GAME OVER Screen in Unity UI - Unity Tutorial.” YouTube, YouTube, 10 Dec. 2020, www.youtube.com/watch?v=K4uOjb5p3Io.
Muddy Wolf Games. “2D Platformer in Unity.” YouTube, YouTube, www.youtube.com/playlist?list=PLfX6C2dxVyLw5kerGvTxB-8xqVINE85gw.

Sprites:

stimpaks
Deathclaw
Vaultboy
TileMap
-All created by me, Alexander Florendo via photoshop

Game Logo:

Johnson, Sydney. Bull Skulls. Pinterest.
<https://www.pinterest.com/pin/330873903865807792/>