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| unknown |
| Untitled PS4 Survival Horror |
| PlayStation Exclusive |
|  |
| Nicholas Kyle Pelfrey |
| **Version 1.00** |

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# Version History

* Alpha
  + First area introduced
  + Basic Crafting mechanics introduced
  + Basic attack functions
  + Enemy monsters use basic AI
* Beta
  + More areas introduced
  + Shop system implemented
  + Items added to shop
  + More dialogue and story is added
  + Upgraded AI
  + Usable Items added
  + Food, traps, etc.
  + RPG system added
  + Stats added – Vitality, Vigor, Speed, and Strength
  + Vitality increases character health
  + Vigor increases character Stamina
  + Speed increases movement speed and affects character sneaking mechanic
  + Power increases the inventory, carry weight and increases damage of the protagonist
  + More weapons and tools added
  + Small town added as quest and story hub
* Release
  + Full game
  + Shop system fully fleshed out
  + Randomly generated items in shop
  + Items in shop now separated into categories: Weapons, rations, traps.
  + Side quests from NPC added, they send the hero to randomly generated areas
  + Story finished
  + More bosses added.
  + Item drop system finalized
  + Currency system is finalized

# Game Overview

# Story

* 1. The game takes place in the city of Moscow, Russia and the surrounding areas around Moscow. The city and the small towns around Moscow are under extreme levels of quarantine due to a plague that has infected the inhabitants causing violent fits of uncontrollable rage and making people attack anything that moves. Mysterious creatures have also taken the city and the surrounding towns populations hunting down everyone whether infected or not infected. The Russian military is also raiding buildings where survivors hide and exterminate them they themselves however hide from the creatures that attack from the darkest of shadows. Our protagonist Eric comes in as soon as the quarantine begins, and he is blamed for the cause of everything but has no memory of anything before being thrown behind the 20-foot high walls of concrete and steel. Eric must use everything at his disposal to survive his skills will be pushed to the limits to find out what caused the quarantine and combat the horrors within.

# Game Mechanics

* 1. PlayStation Controls
     1. Movement – Left thumb stick
     2. Aiming—Right thumb stick
     3. Swing Melee weapons—R2
     4. Block—L2
     5. Aim Down Sights—L1
     6. Fire Firearm —R1
     7. Open/activate/interact/hide—X button
     8. Use Quickslot Item 1— Square button
     9. Use Quickslot item 2— Triangle button
     10. Cancel/Go Back—O button
     11. Pause— Options button
     12. Inventory— Touch Pad

# Camera

* 1. First person view.

# Saving and loading

* 1. Save only at designated safe zones, with no problems, load back into where the last save was placed.

# Interface

* 1. Health and Stamina bar are located in the bottom right corner of the screen.
  2. Bottom left of screen has map of current area
  3. Bottom middle has your Quickslot items.
  4. Directly next to your health and Stamina is your current weapon selected
  5. At the top middle of your screen is the compass
  6. Enemy health is hidden; damaged enemies are more aggressive will attack player with dismembered limps

# Menus

* 1. Start screen has: START – LOAD – OPTIONS
  2. Game inventory is grid like with two slots at the top for your Quickslot items, to the right is your character with a spot for his weapon

# Game World

* 1. Set in a massive quarantine zone located in Moscow, Russia. People are rioting in the city and surrounding towns are being attacked by mysterious creatures along with crazed humans that seem to not be in any control of their actions

# Levels

* 1. Open World with randomly generated side quests
  2. Each story level with have a dialogue scene

# Characters

* 1. Protagonist—Erik, a man who was forced into the QZ by Russian soldiers who blame him for the plague of riots and monstrous creatures that arrived just days after he came to the city of Moscow. Eric wants to find out how all of this happened and where did these abominations come from. He must use all his years of survival instincts to discover the truth behind the cause of the quarantine.
  2. Survivors- People who have lived through the horrors that they went through since the very moment Moscow went under quarantine. They can give Erik side quests and weapon blueprints.
  3. Supplier— Provides Erik new gear, upgradable items and sells rations.

# Progression

* 1. The first 4 levels will introduce you basic crafting like Shanks, Arrows, and standard bandages.
  2. When you get to level 5 you find a tome with the spells: Health kits, and reinforced shanks
  3. When you level up you can add points to increase your survival skills, speed of crafting, and weapon damage.
  4. Stats are upgraded which increase your characters’ health, speed, strength, and crafting speed
  5. You can find/buy better weapons as you level up/ progress in story

# Items

* 1. Weapons
     1. Skanks, Machete, Nailed Baseball bat, crowbar, 9mm Pistol and a variety of other weapons including environmental executions.
     2. Rations restore health, Vitamins restore stamina and strength

# Abilities

* 1. Sixth Sense-- helps Erik locate animals, enemies and the distance of current objective
  2. Hunter’s instinct-- Erik can see footprints of the enemy of interest and track them down.
  3. Heavy Strikes—Erik channels both stamina and power to perform a single blow to knock down larger enemy types that grab him
  4. Quick Escape- Erik grabs the object that is close to him and strikes the enemy giving him increased stamina in order to run away to heal/recover.

# Enemies

* 1. Blood Crazed Anarchists- Must be avoided or attacked from behind by Erik. They are extremely fast and often travel in large overwhelming numbers.
  2. Enraged Dogs- Can be distracted with throwing meat or causing a loud enough sound to draw them away from the hiding location Erik is located at. They travel in packs of 3-5 extremely hostile fast enough to dodge bullets and melee attacks.
  3. DreadHulks— lumbering brutes that can break through the environment such as walls, trees and rocks. They can carry melee weapons but when near death they can tear out chunks of the environment and hurl it at Erik.
  4. Boss Types—Larger, more aggressive, and extremely territorial they take over different sections of the QZ and control lesser enemies. They can also attempt to change into being their slave. They are the only types intelligent enough to talk.

# Experience

* 1. Monsters and humanoid enemies drop a minor amount of experience. Surviving drops more experience.

# Sounds

* 1. Sounds were either self-recorded or gathered from http://www.grsites.com/archive/sounds/