



SALVATION



VRANDM

ABHIPRIYA ANSHUL DIGANT HEMANT MAYANK MEHUL ROHAN





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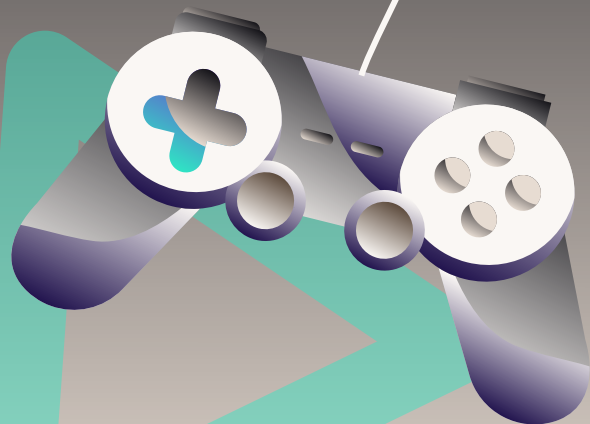
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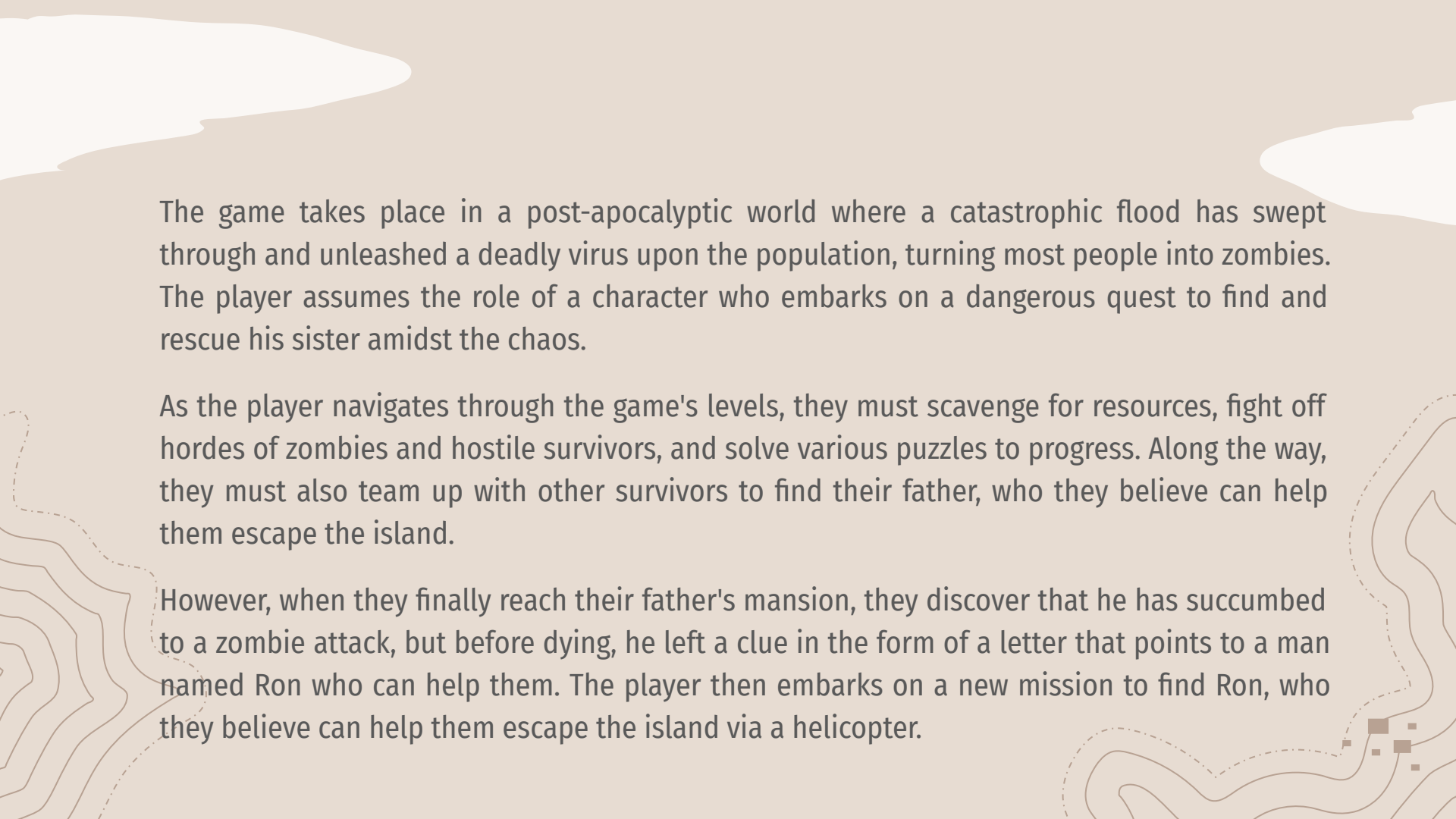
TESTING



01

OVERVIEW






The game takes place in a post-apocalyptic world where a catastrophic flood has swept through and unleashed a deadly virus upon the population, turning most people into zombies. The player assumes the role of a character who embarks on a dangerous quest to find and rescue his sister amidst the chaos.

As the player navigates through the game's levels, they must scavenge for resources, fight off hordes of zombies and hostile survivors, and solve various puzzles to progress. Along the way, they must also team up with other survivors to find their father, who they believe can help them escape the island.

However, when they finally reach their father's mansion, they discover that he has succumbed to a zombie attack, but before dying, he left a clue in the form of a letter that points to a man named Ron who can help them. The player then embarks on a new mission to find Ron, who they believe can help them escape the island via a helicopter.

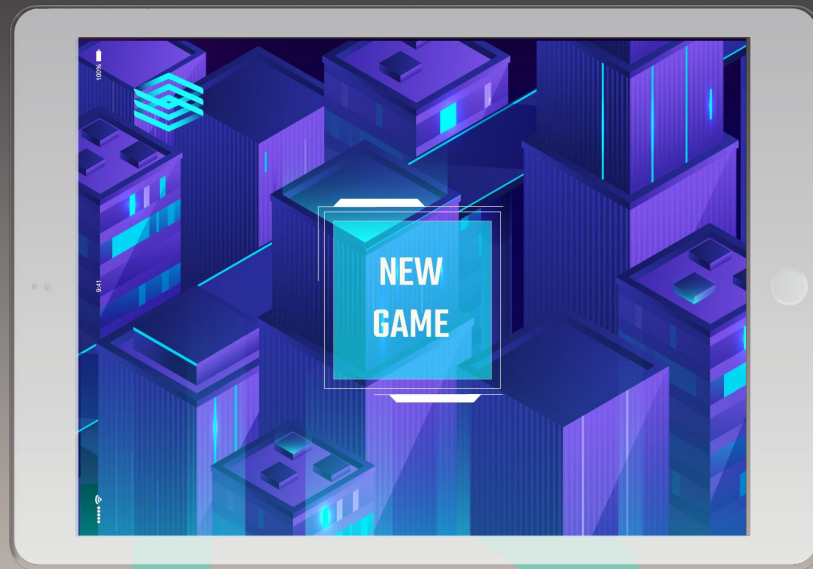


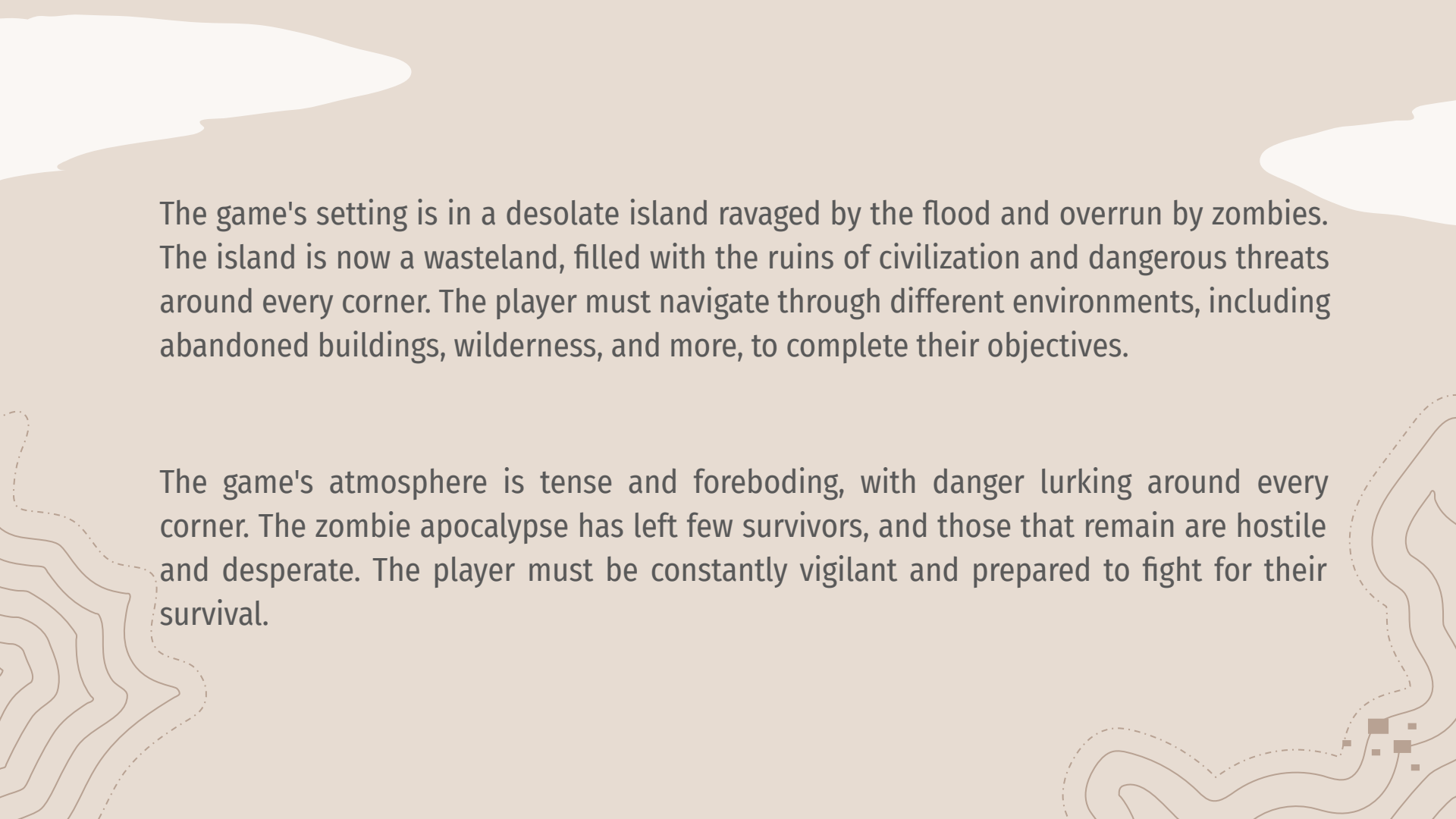
The game will feature a wide range of environments, from urban areas to wilderness, each presenting unique challenges that the player must overcome. Additionally, the player will have access to an array of weapons and tools to aid them in their quest, including firearms, melee weapons, and crafting materials.

Overall, the game will offer a highly immersive post-apocalyptic experience, featuring a gripping story, challenging gameplay, and stunning visuals. The game will be designed for PC platform, with a focus on immersive gameplay, exploration, and combat in a richly detailed environment.

02

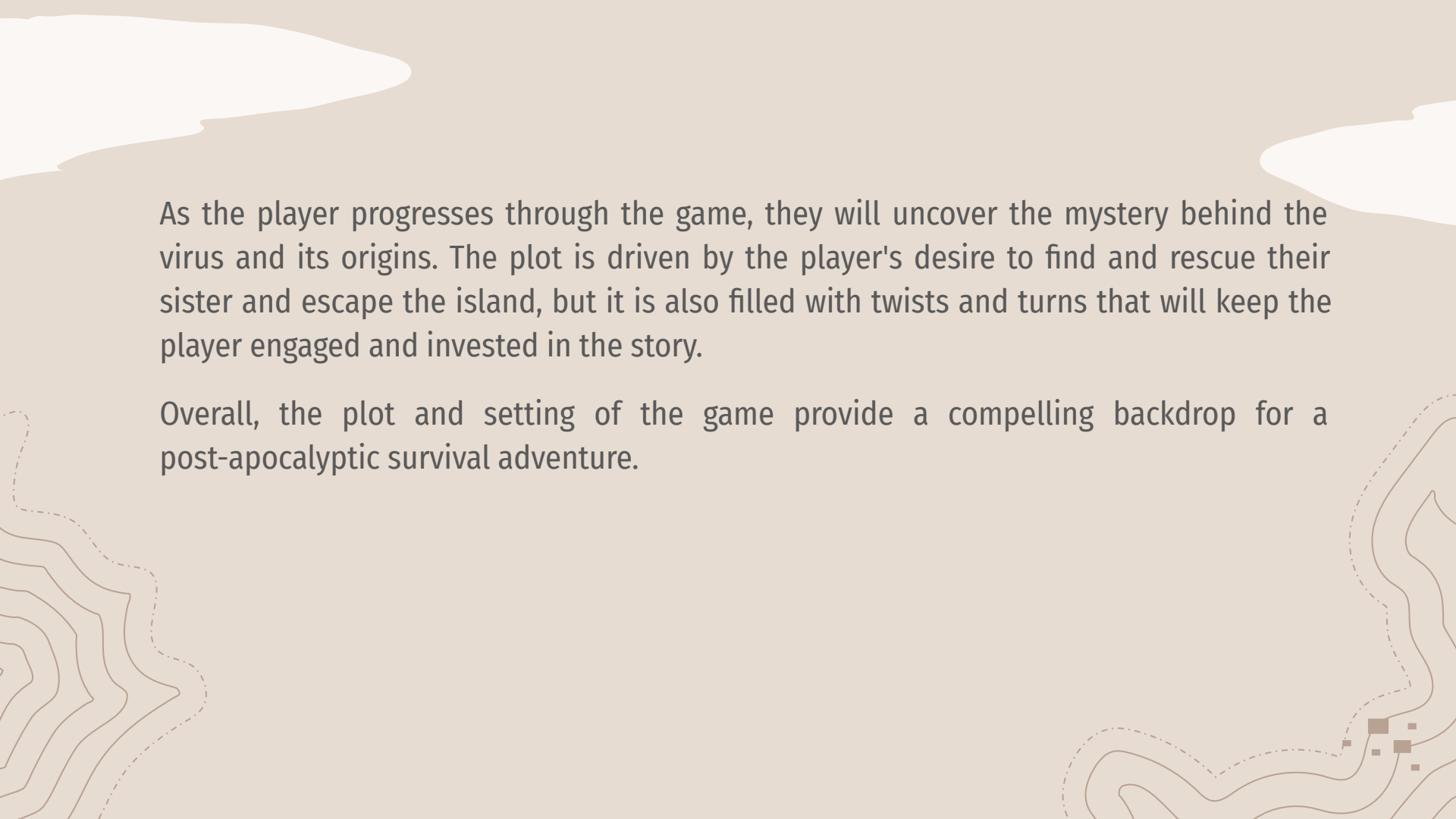
PLOT & SETTING





The game's setting is in a desolate island ravaged by the flood and overrun by zombies. The island is now a wasteland, filled with the ruins of civilization and dangerous threats around every corner. The player must navigate through different environments, including abandoned buildings, wilderness, and more, to complete their objectives.

The game's atmosphere is tense and foreboding, with danger lurking around every corner. The zombie apocalypse has left few survivors, and those that remain are hostile and desperate. The player must be constantly vigilant and prepared to fight for their survival.



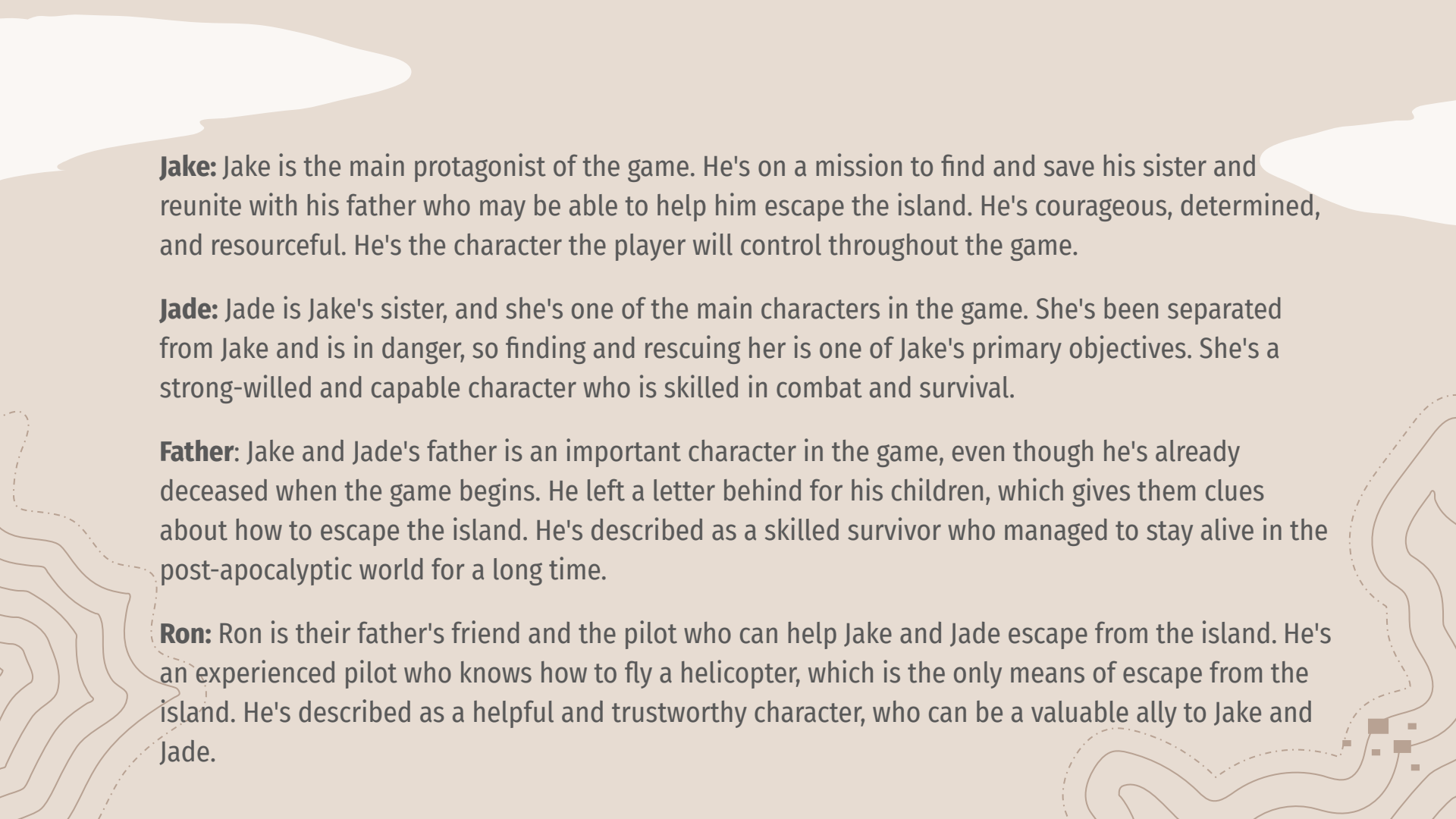
As the player progresses through the game, they will uncover the mystery behind the virus and its origins. The plot is driven by the player's desire to find and rescue their sister and escape the island, but it is also filled with twists and turns that will keep the player engaged and invested in the story.

Overall, the plot and setting of the game provide a compelling backdrop for a post-apocalyptic survival adventure.

The background is a solid light beige color. It features several stylized white cloud shapes of varying sizes. In the top left, there are thin brown lines representing hills or a path, with small dark brown squares along one of the lines. In the bottom right, there are concentric brown lines suggesting a field or a path. The word "CHARACTERS" is centered in a large, bold, dark red font.

CHARACTERS

[<-- Previous](#) [Next -->](#)



Jake: Jake is the main protagonist of the game. He's on a mission to find and save his sister and reunite with his father who may be able to help him escape the island. He's courageous, determined, and resourceful. He's the character the player will control throughout the game.

Jade: Jade is Jake's sister, and she's one of the main characters in the game. She's been separated from Jake and is in danger, so finding and rescuing her is one of Jake's primary objectives. She's a strong-willed and capable character who is skilled in combat and survival.


Father: Jake and Jade's father is an important character in the game, even though he's already deceased when the game begins. He left a letter behind for his children, which gives them clues about how to escape the island. He's described as a skilled survivor who managed to stay alive in the post-apocalyptic world for a long time.

Ron: Ron is their father's friend and the pilot who can help Jake and Jade escape from the island. He's an experienced pilot who knows how to fly a helicopter, which is the only means of escape from the island. He's described as a helpful and trustworthy character, who can be a valuable ally to Jake and Jade.

03

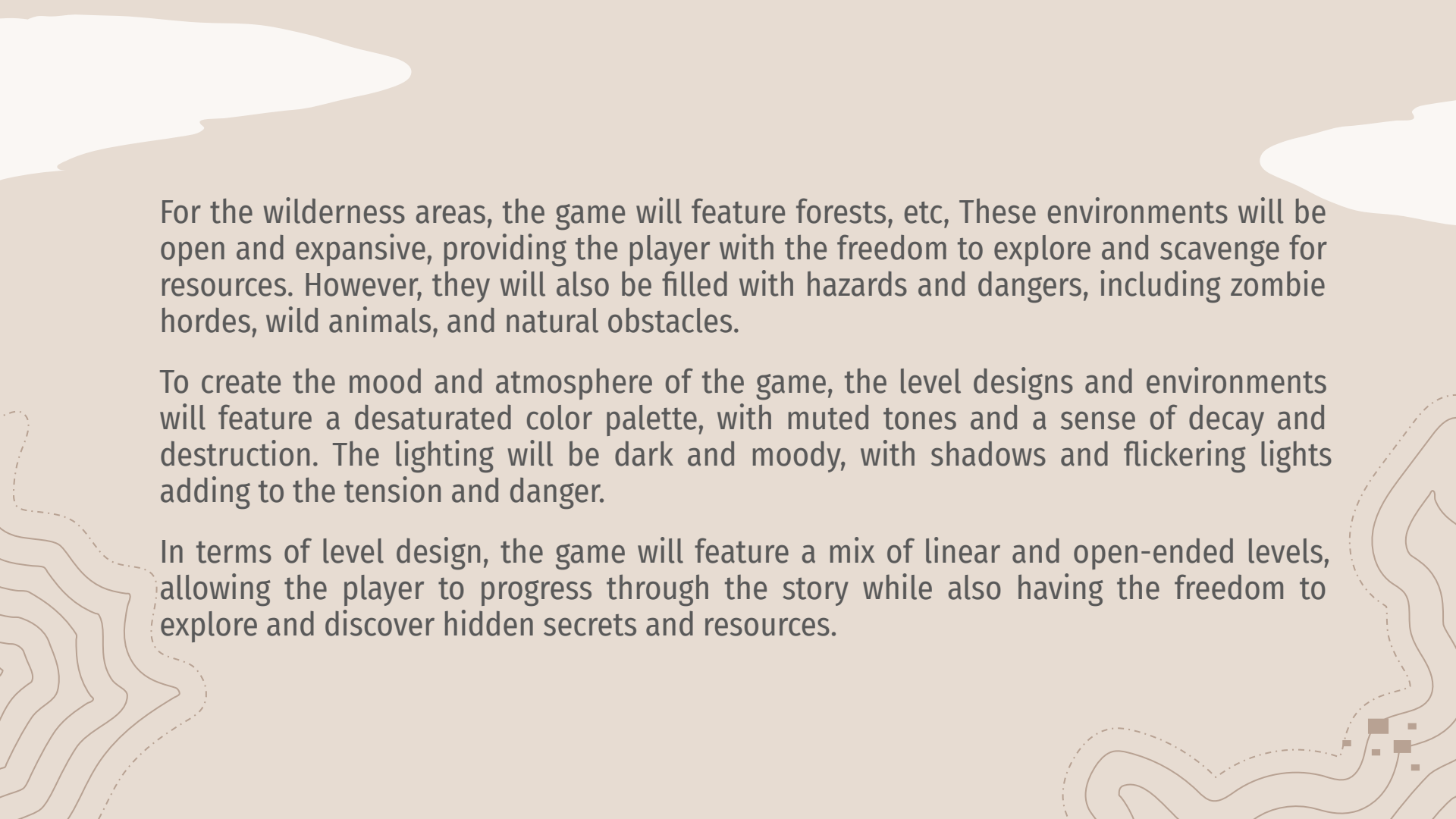
CONCEPT





The level designs and environments in the game will be crucial in immersing the player in the post-apocalyptic world and creating a sense of tension and danger. The game will feature a variety of environments, ranging from urban areas to wilderness, each with their own unique challenges.

For the urban environments, the game will feature abandoned buildings, mansions, etc. These environments will be dark and foreboding, with a sense of decay and danger. The buildings will be filled with obstacles and hazards, including debris, traps, and locked doors. The player will need to be careful not to attract zombies, as they will be drawn to any noise or movement.



For the wilderness areas, the game will feature forests, etc, These environments will be open and expansive, providing the player with the freedom to explore and scavenge for resources. However, they will also be filled with hazards and dangers, including zombie hordes, wild animals, and natural obstacles.

To create the mood and atmosphere of the game, the level designs and environments will feature a desaturated color palette, with muted tones and a sense of decay and destruction. The lighting will be dark and moody, with shadows and flickering lights adding to the tension and danger.

In terms of level design, the game will feature a mix of linear and open-ended levels, allowing the player to progress through the story while also having the freedom to explore and discover hidden secrets and resources.

04

GAMEPLAY

RULES AND MECHANICS



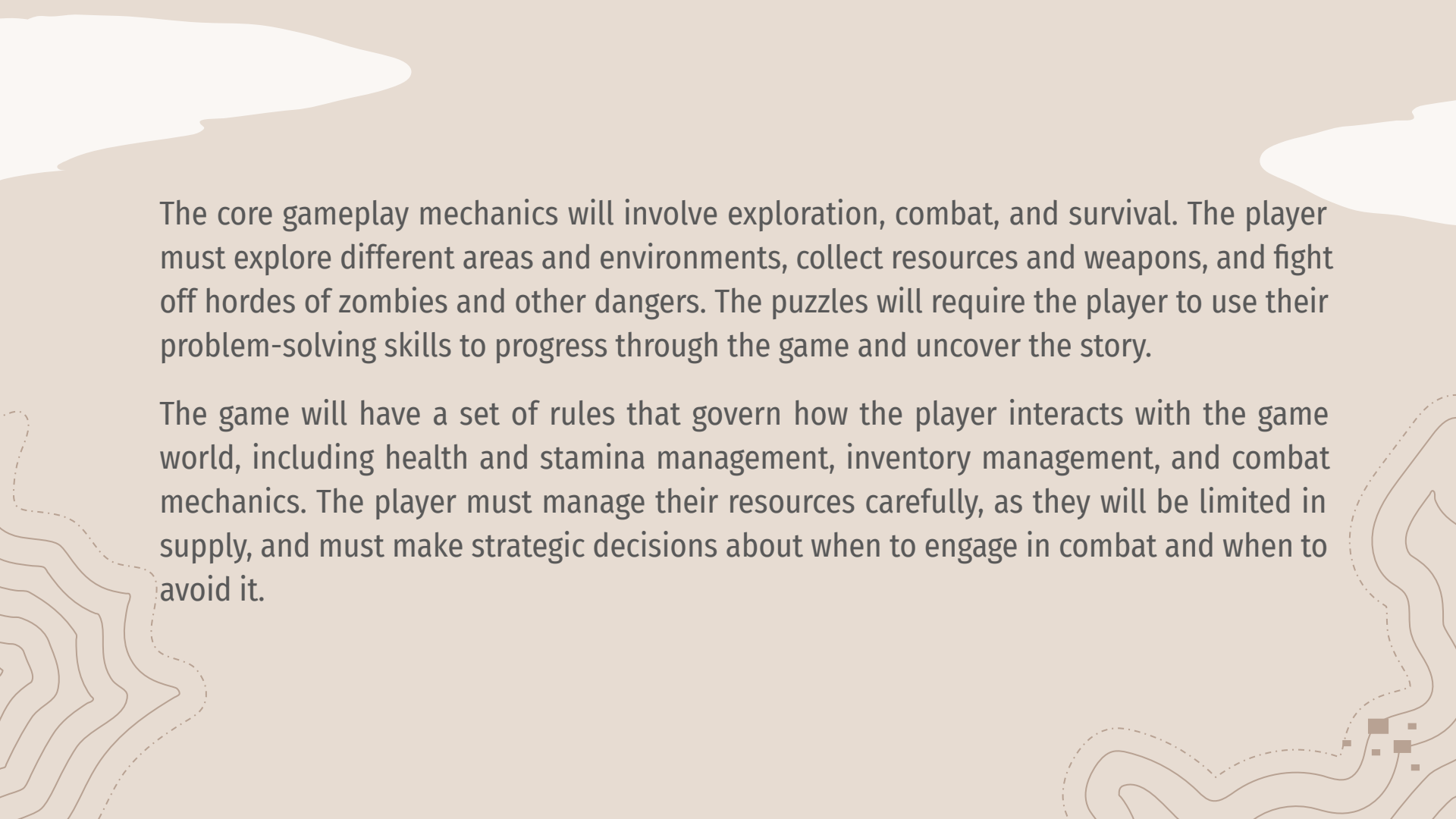
After starting up the game, splash screen will come that will take the players to the main menu where they will be provided with multiples options to go through like Play, Instructions , Credits and exit. From here they will be able to start the game





SALVATION

TEAM : VRANDM GROUP : 4
COURSE: GAME DESIGN & DEVELOPMENT
INSTRUCTOR: AMAN SAMUEL



The core gameplay mechanics will involve exploration, combat, and survival. The player must explore different areas and environments, collect resources and weapons, and fight off hordes of zombies and other dangers. The puzzles will require the player to use their problem-solving skills to progress through the game and uncover the story.

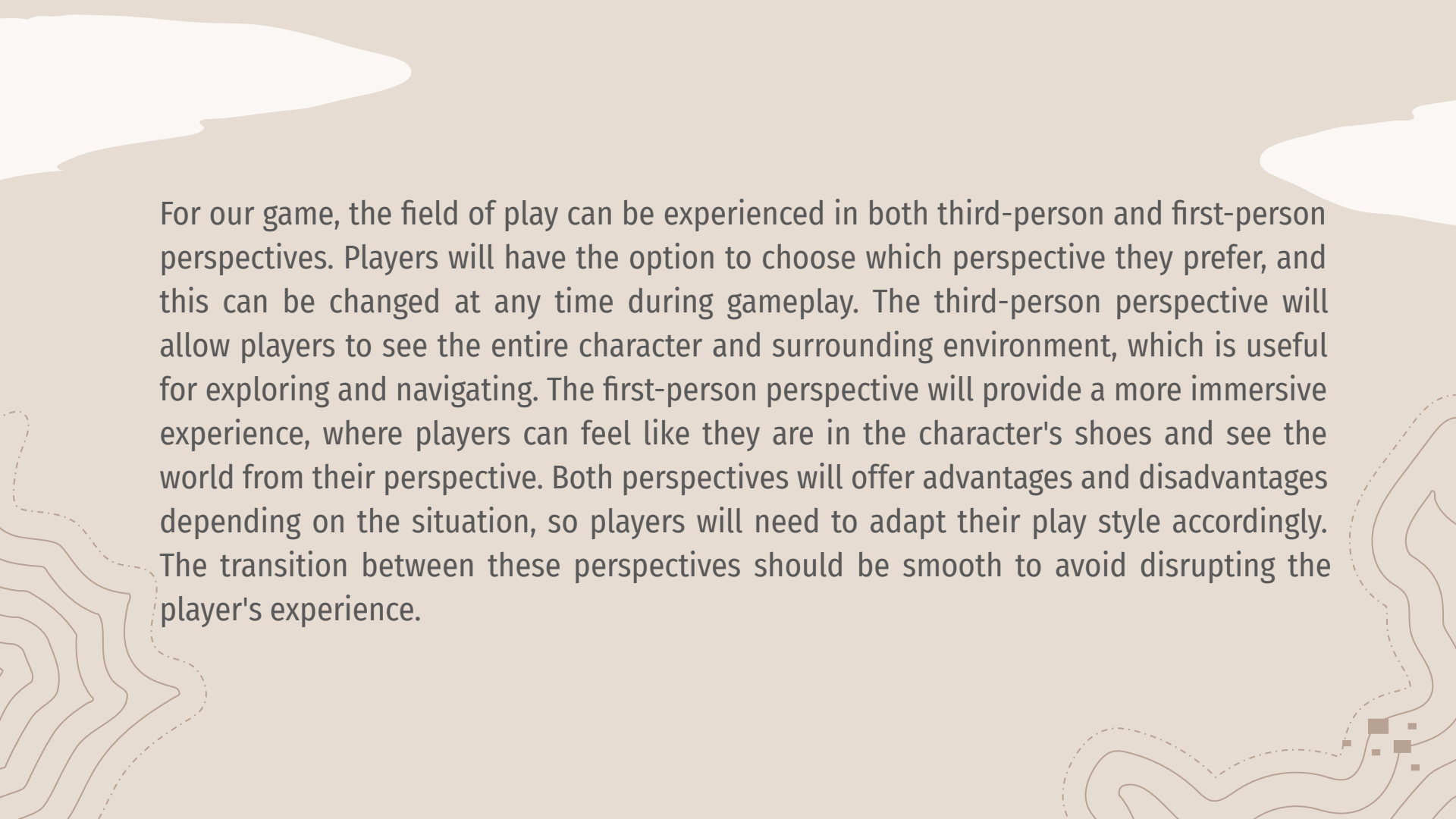
The game will have a set of rules that govern how the player interacts with the game world, including health and stamina management, inventory management, and combat mechanics. The player must manage their resources carefully, as they will be limited in supply, and must make strategic decisions about when to engage in combat and when to avoid it.

The background is a solid light beige color. It features several stylized white cloud shapes of varying sizes. In the top left, there are brown contour lines representing hills, with a dashed line and small squares indicating a path. In the bottom right, there are more brown contour lines. At the bottom center, there is a white, cloud-like shape that serves as a base for the navigation text.

CAMERA

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←-- Previous Next --→



For our game, the field of play can be experienced in both third-person and first-person perspectives. Players will have the option to choose which perspective they prefer, and this can be changed at any time during gameplay. The third-person perspective will allow players to see the entire character and surrounding environment, which is useful for exploring and navigating. The first-person perspective will provide a more immersive experience, where players can feel like they are in the character's shoes and see the world from their perspective. Both perspectives will offer advantages and disadvantages depending on the situation, so players will need to adapt their play style accordingly. The transition between these perspectives should be smooth to avoid disrupting the player's experience.

05

SOUND & MUSIC



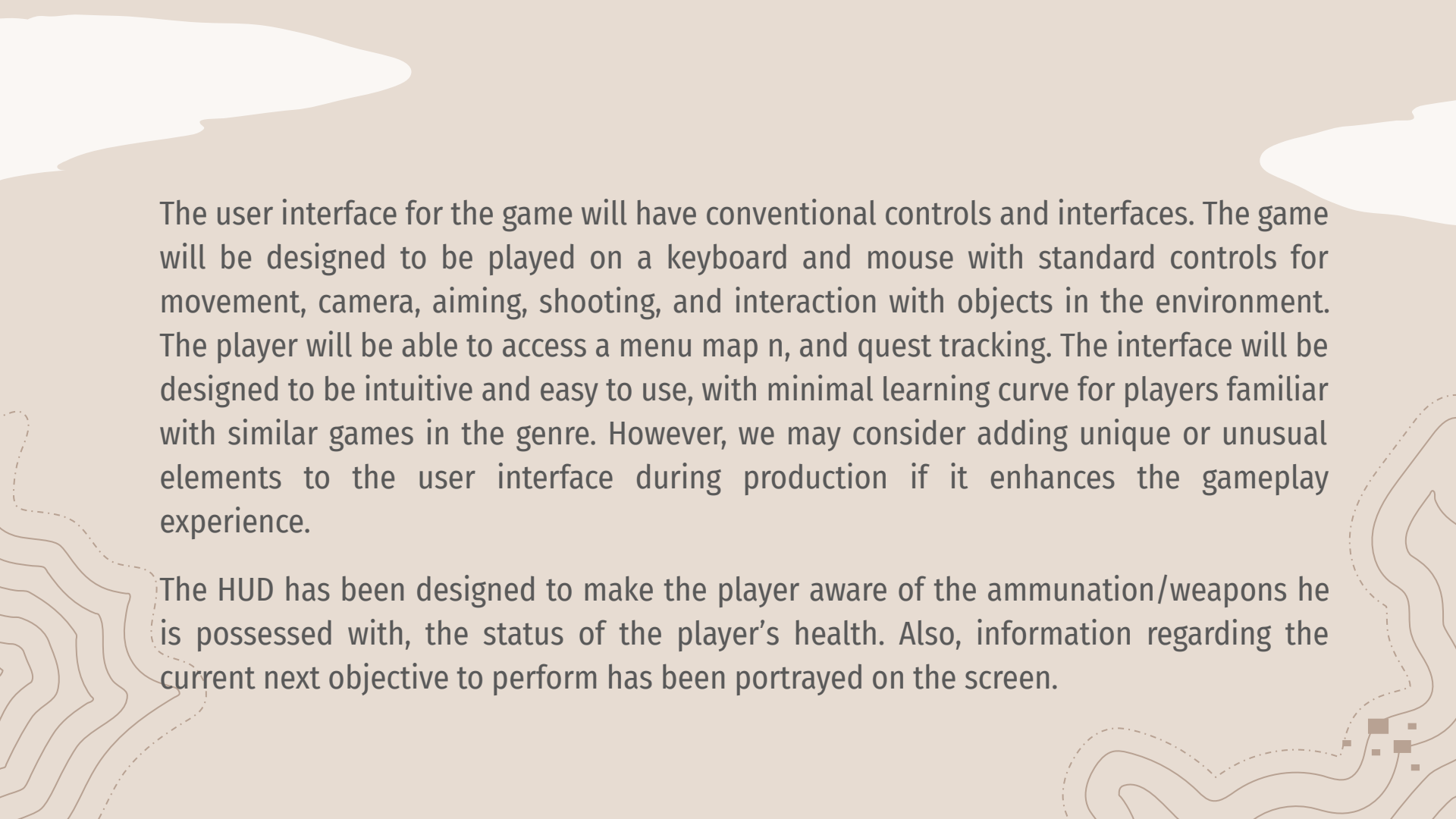
Sound and music play an important role in creating an immersive gameplay experience. In our post-apocalyptic game, the sound and music should reflect the desolate and dangerous environment the characters are in.

- 1) Amount of Sound - The game should have a consistent level of sound throughout. There should be sound effects for things like footsteps, gunfire, zombie growls, and environmental effects like the sound of water flowing, creaking doors, etc. The volume of these sound effects should be balanced so they don't overpower the game's music that would be running in the background.
- 2) Character-Specific Sounds: There are 4 main characters in our game and each have their own sound. This will help players differentiate between characters and immerse them further into the game's world.
- 3) Special Sound Effects: The game should also have special sound effects for events like cutscenes or boss battles. These sound effects should be distinct from regular gameplay sounds and add to the overall intensity of the game.

06

USER INTERFACE



The background of the slide features a light beige color with abstract, organic shapes in white and various shades of brown. A dotted line meanders across the lower portion of the slide, framing the text. In the bottom right corner, there are several small, solid brown squares of varying sizes.

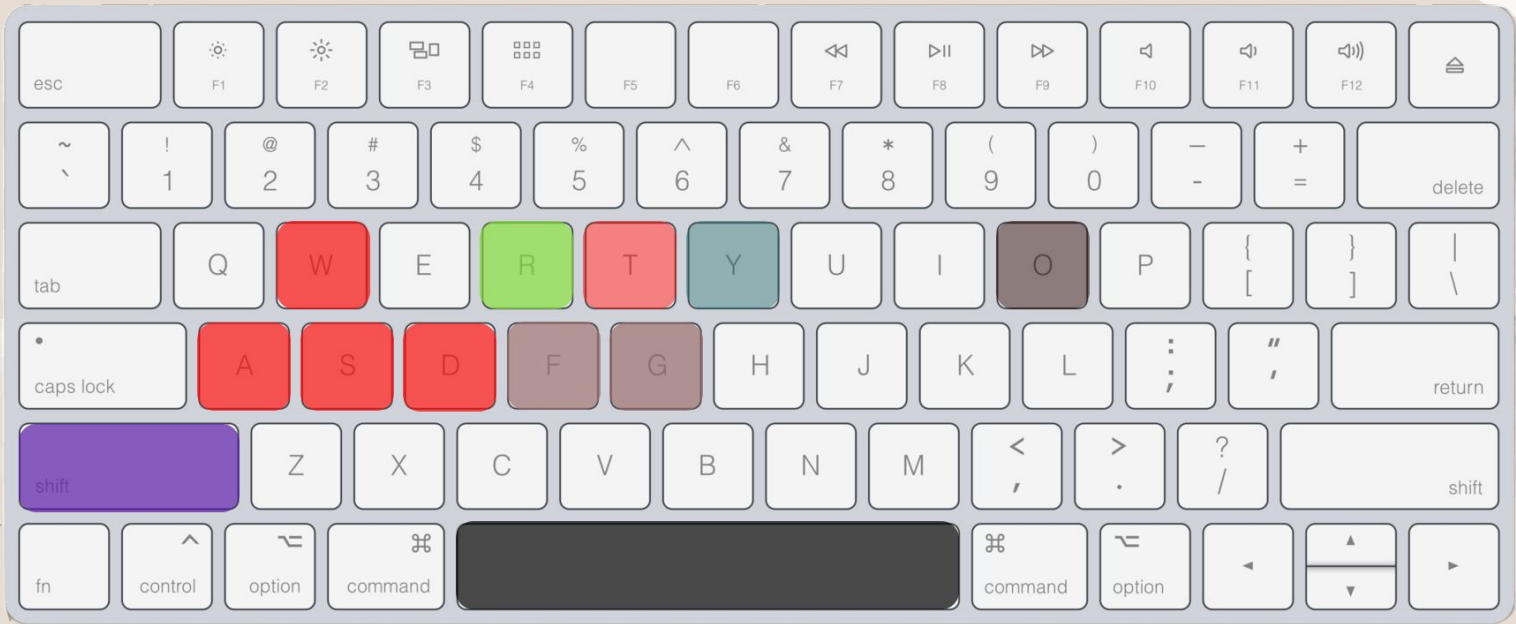
The user interface for the game will have conventional controls and interfaces. The game will be designed to be played on a keyboard and mouse with standard controls for movement, camera, aiming, shooting, and interaction with objects in the environment. The player will be able to access a menu map n, and quest tracking. The interface will be designed to be intuitive and easy to use, with minimal learning curve for players familiar with similar games in the genre. However, we may consider adding unique or unusual elements to the user interface during production if it enhances the gameplay experience.

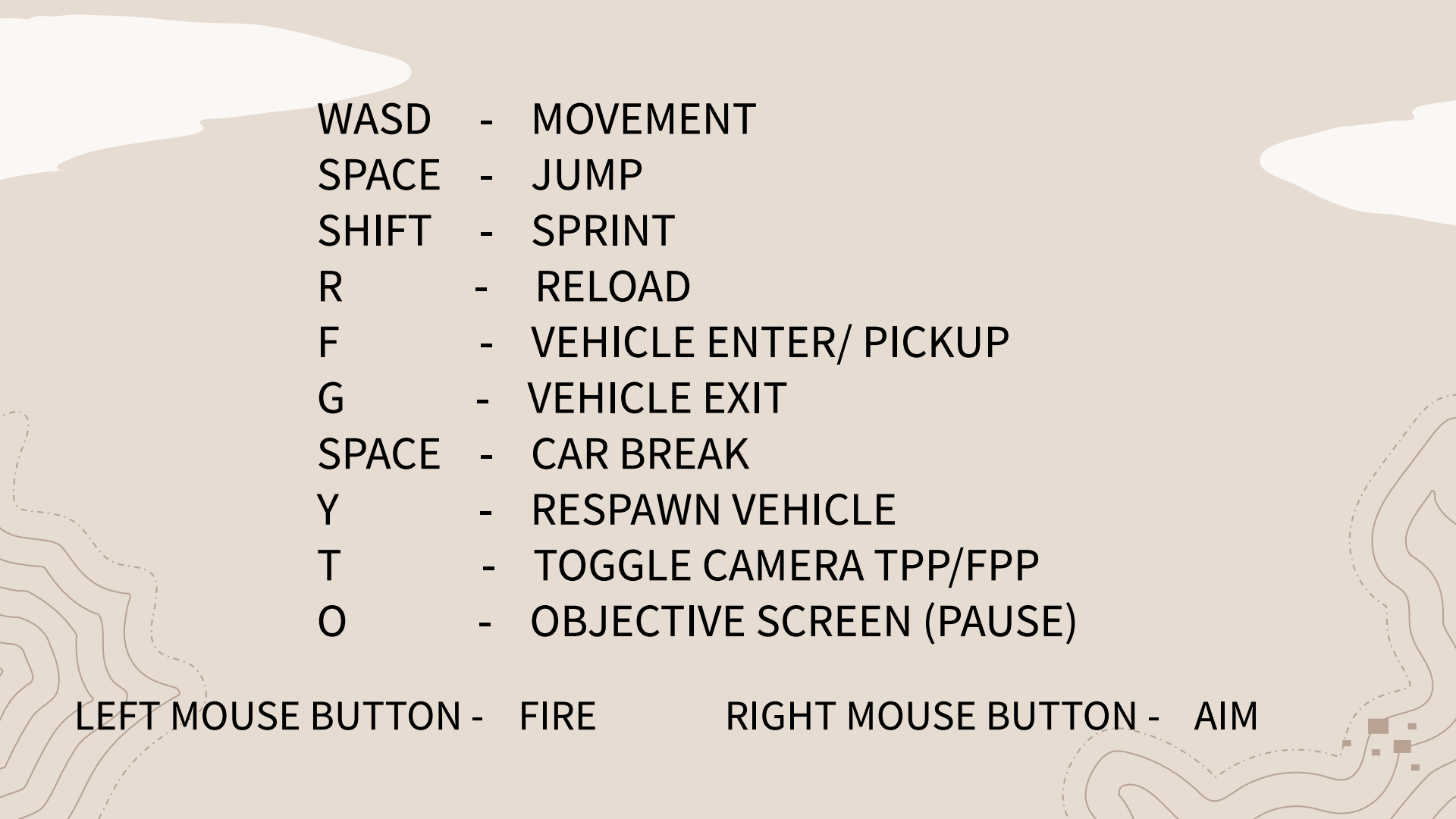
The HUD has been designed to make the player aware of the ammunition/weapons he is possessed with, the status of the player's health. Also, information regarding the current next objective to perform has been portrayed on the screen.

07

CONTROLS







WASD - MOVEMENT
SPACE - JUMP
SHIFT - SPRINT
R - RELOAD
F - VEHICLE ENTER/ PICKUP
G - VEHICLE EXIT
SPACE - CAR BREAK
Y - RESPAWN VEHICLE
T - TOGGLE CAMERA TPP/FPP
O - OBJECTIVE SCREEN (PAUSE)

LEFT MOUSE BUTTON - FIRE

RIGHT MOUSE BUTTON - AIM

08

TESTING



EXCEL SHEET

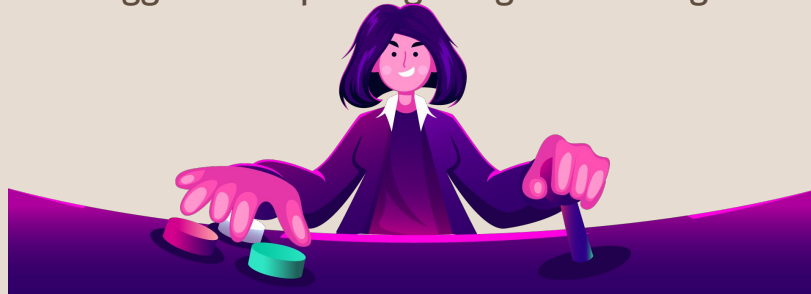
We had 3 playtesters that played our game to give feedbacks. Starting with the positive feedback, all three testers appreciated the quality of the game's graphics, story, and shooting mechanics. They also enjoyed the ability to switch between third-person and first-person perspectives, which is not common in many games. Sarthak Daksh particularly enjoyed the size of the game world, as well as the inclusion of car driving mechanics.

Aditya appreciated the game's story and theme, particularly the post-apocalyptic setting with zombies. They also enjoyed collecting ammo and health in the game, as well as the ability to kill infected ones. Lakshay also appreciated the game's pacing and objectives, and how they were clearly displayed on the screen. They also enjoyed killing the enemies, as it was very satisfying.



However, there were also some negative feedback points that need to be addressed. Sarthak Daksh found the game to be too long, particularly due to too much travel on foot. They also had issues with the size of the game map and the car driving mechanics, as well as the number of monsters that could jump on the player at once. Aditya found the car driving mechanics to be problematic and Lakshay found the camera wobbling to be frustrating. Aditya and Lakshay also had issues with some of the controls, such as getting out of the car and the gun reload button.

In addition, there were some suggestions for improvements that the game developers can consider. Sarthak Daksh suggested adding an option to run from monsters, while Aditya suggested showing enemies on the map. Lakshay suggested adding more characters to the game, and all three testers suggested improving the gun shooting mechanics.



What was missing from the game?

2 responses

cinematics shots

A background ost and zombie voices

What elements do you think could be improved?

3 responses

Shooting, car driving and movement of the player

car mechanics and navigation and some killing animations

The car camera,

Did anything feel clunky, awkward, or confusing?

2 responses

the driving mechanics

The gun shooting would get clunky sometimes when I am running

Was the objective clear at all times?

3 responses

Yes

yes

I think the objective to go to the dad's place was little confusing at first as I didn't know which house to go into.


Are there any controls or interface features you would like to see added?

3 responses

Reload button

gun reload button to add realism

A better hud .



The testers' comments on the game's graphics, story, shooting mechanics, and car driving mechanics were taken into consideration, and improvements were made accordingly. The game's pacing, level design, and objectives were also reworked to make them more intuitive and less confusing.

CONTRIBUTION



Map Design :
Digant, Anshul, Rohan

Level Design :
Mayank , Rohan ,Anshul

Graphics & Sound Design
Abhipriya, Anshul, Rohan, Mayank

Win Condition :
Rohan,Mayank

Destructible mesh:
Digant, Abhipriya

FPS /TPS :
Mehul & Heemant / Abhipriya

Cutscenes :
Anshul, Digant

Animation Scripting :
Abhipriya, Mehul ,Heemant

User Interface & HUD :
Rohan, Mayank, Abhipriya

Character Design & game Scripting :
Abhipriya, Anshul, Digant

Story & Scripting :
Anshul, Digant , Mayank, Rohan

Bug fixing :
Abhipriya, Digant, Mehul

Car Implementation :
Anshul, Abhipriya

Destructible mesh :
Digant, Abhipriya

Voice Artists :
Anshul, Aditya and Shweta
Special thanks to Aditya and Shweta

The background is a light beige color with a topographic map design. It features several sets of brown contour lines. In the bottom-left corner, there is a cluster of small brown squares and a small brown cross. In the top-right corner, there is another cluster of small brown squares and a small brown cross. The text "THANK YOU" is centered in the middle of the image in a bold, dark brown, sans-serif font.

THANK YOU