

Undead Livestock Liquidator

Game Design Document

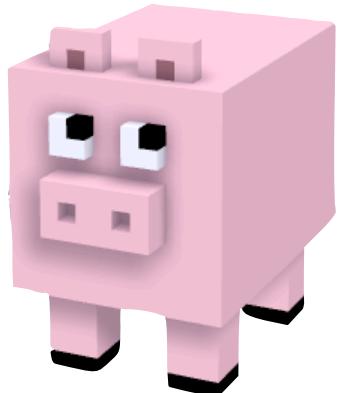


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Game Development Team

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Game Overview

Title:	Undead Livestock Liquidator
Platform:	Mac & PC Standalone
Genre:	Endless 3D survival shooter
Rating:	10+
Target:	Casual gamer (aging from 10 - 45)
Release Date:	19 December, 2018
Publisher:	CS 583

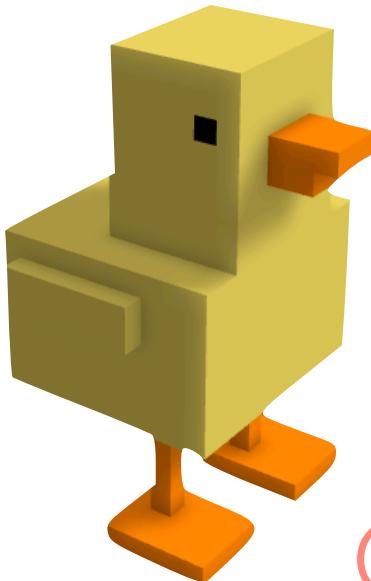
Undead Livestock Liquidator is a third-person endless survival arcade game where the Player is a farmer (male) who has discovered his animals have turned into zombies and are out to attack him. The player avoid any contact with the animals to survive. Points are accumulated with every kill the farmer makes. The longer the farmer lasts, the more difficult the it becomes to survive.

High Concept

Undead Livestock Liquidator establishes the Player on a scenic farmer's ranch. He is being attacked by his own animals who have turned into evil zombies, spawning from the sky! Don't allow the animals to satisfy their desire for human flesh. Instead, kill them all then liquidate their remains to not let them go to waste! Use your weapon to protect you and your family at all costs.

Unique Selling Points

- Visually Attractive
- Appealing to Young and Old Age Groups
- Easy to Play



Synopsis

All your farm animals have turned against you in an unexpected zombie attack infestation. Before they overwhelm and overpower you, you must defend yourself!

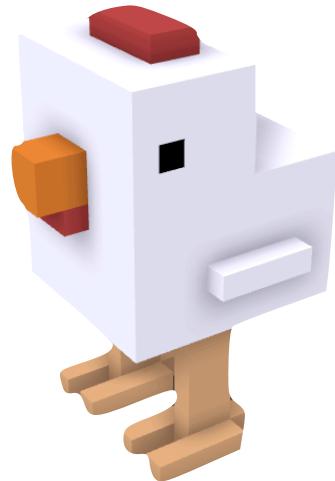
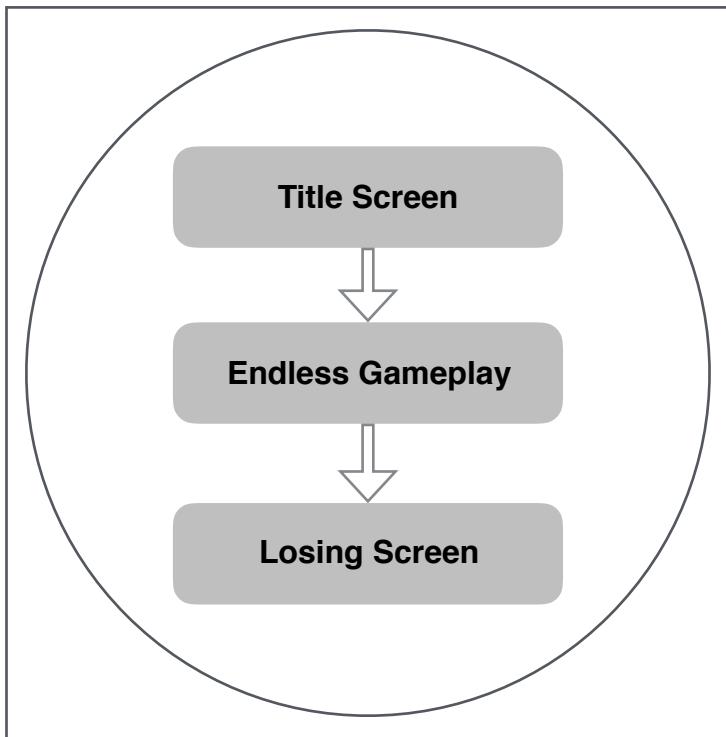
Game Objectives

The objective of the game is to defend yourself indefinitely all while killing as many farm animals as you can. Maneuver around the map and with each animal you kill, your score increases.

Game Rules

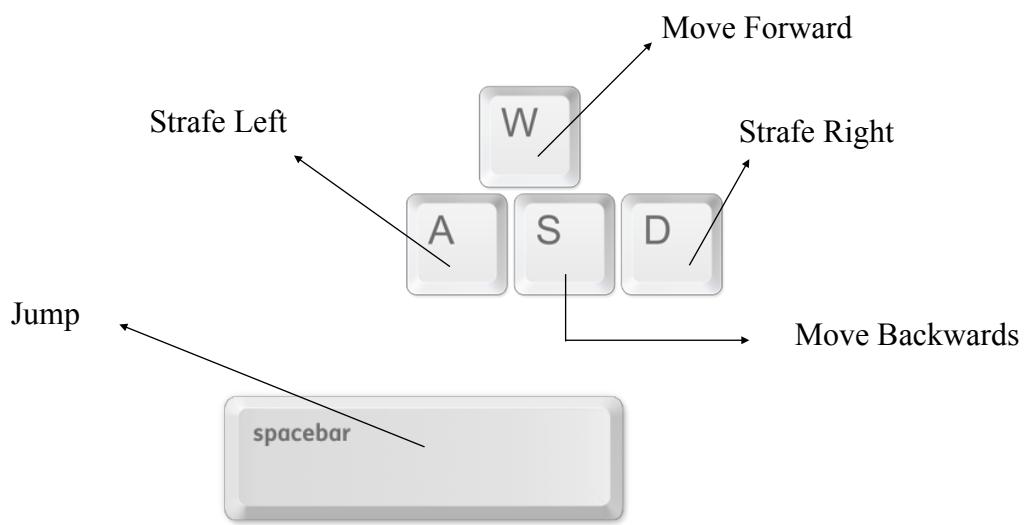
The game is set on a farm. You start out spawning in front of your barn. A few moments pass before the undead animals start precipitating. You are equipped with a P90 firearm with unlimited ammunition. You must move around the map and use your weapon to keep the animals from colliding with you. Your health decreases every time an animal comes in contact with you. If you get hit enough times, you die and the game ends. To score points, you must kill the undead animals. Each of the different animals cost different points. As you stay alive longer, the more undead animals will spawn and the harder the game becomes.

Game Structure



Gameplay

Game Controls (PC)



Platform Minimum Requirements

Desktop:

- OS: Windows 7 SP1+, macOS 10.11+, Ubuntu 12.04+, SteamOS+
- Graphics card with DX10 (shader model 4.0) capabilities.
- CPU: SSE2 instruction set support.

Universal Windows Platform:

- Windows 10 and a graphics card with DX10 (shader model 4.0) capabilities

Original Designs

Characters

- Main Character (Farmer) - Designed in MagicaVoxel
- Chicken Character (Chicken) - Designed in MagicaVoxel
- Pig Character (Pig) - Designed in MagicaVoxel
- Cow Character (Cow) - Designed in MagicaVoxel
- Duck Character (Duck) - Designed in MagicaVoxel
- Two-Handed Firearm Weapon (P90) - Designed in MagicaVoxel
- Bullet for Firearm (Bullet) - Designed in MagicaVoxel



Sound

- Pig Death Sound - Recorded Using Voice Memos
- Cow Death Sound - Recorded Using Voice Memos
- Chicken Death Sound - Recorded Using Voice Memos
- Duck Death Sound - Recorded Using Voice Memos
- Player Death Sound - Recorded Using Voice Memos

Cited Sources

In this document, the image of the W, A, S, D keys and Spacebar: [https://supersmf.github.io/
newGame/](https://supersmf.github.io/newGame/)

In this document, the image of the mouse: <http://pngimg.com/download/7675>

Influence for design of characters: Crossy Road

Animations for main character: <https://www.mixamo.com/>

Low Poly Scene with a barn 3D Model Files: [https://www.cgtrader.com/items/703422/download-
page](https://www.cgtrader.com/items/703422/download-page)

Weapon and Music Sounds: [https://assetstore.unity.com/packages/audio/sound-fx/weapons/fog-
of-war-gun-sound-fx-free-66100](https://assetstore.unity.com/packages/audio/sound-fx/weapons/fog-of-war-gun-sound-fx-free-66100)

Gun Sound: [https://assetstore.unity.com/packages/audio/sound-fx/8bit-sfx-01-shooting-game-
lite-15931](https://assetstore.unity.com/packages/audio/sound-fx/8bit-sfx-01-shooting-game-lite-15931)