DeadShock GDD:

Description:
DeadShock is a doom like FPS shooter, after a virus destroys 85% of the human population, You play as Kathrine and go outside one of the only surviving safezones left on earth to find out where all these beasts are coming from.

Mechanics:

- Fast paced shooter
- Dialogue

Possible Mechanic:
- Dual Weapon (Use 2 Guns/Melee At Once)
- Upgrade Your Melee (Upgrading Guns TBD)

Pickups:
Pickups Are essential, you will receive pickups such as:

- Ammo (essential)
- Tech Points (For Upgrading Weapons)
- Health Points
- New Guns

And while Upgrading your weapon isn't required the game will get increasingly harder as you progress.

Movement:
The movement is the typical movement you would expect, wasd to move around and mouse to look around, but the game has a double jump feature, making the player move more as explained in the monsters section, the monsters will make the player move more.

Guns And Weapons (Will Constantly Be Updated With New Ideas):
These are Weapons Are What The Player Will Be Using.

Hellblazer-Ti5
The Hellblazer is the default gun the player gets when they start the game, the guns ammo is infinite but is very low damage, this gun can be upgraded, but very small amounts as it's infinite ammo.

Damage:5 (A Smallcrawlers health is 15 and a skincrawlers is 75)
Ammo:Infinite
Reload Time:6 seconds

Bullets In Clip:16
Speed Of Fire:click to shoot(not final)

Shot-EBD-5P:
The Classic Shotgun, this beast of a gun will blow you to shit! Any monster in your way will die, although the ammo for this gun is uncommon, you will find some.

*Damage:*12 (Will Be Changed)
Ammo:Must Find Ammo
Reload Time:5 seconds
Bullets in Clip:8
Speed of fire:Click To Shoot

MORE GUNS WILL BE ADDED

Dialogue:
The dialogue will be a dialogue wheel (similar to Fallout or mass effect) you will scroll to select the dialogue you wish to choose, to find out more simulation, and get new stuff.

Although the story hasn't been written yet that will be in an whole other GDD.

Cinematics:
The player character is in a bed when it hears alarms in the background, the player gets out and grabs the hellblazer, and opens the door.(this is the start of the game)

MORE WILL BE ADDED SOON

Levels:
The world is not open world, these are fixed levels, although there will not be a level selector, the levels will not be randomly generated but hand made. The first level is very simple with a few enemies and some insight of to what's happening right in that moment.