Game design

Elvir Dzeko, Carlos Peñaloza, Nick Johanesson, Markus Carlsson, August Alexandersson och Jacob Bergqvist

gAME DEVS

**GAME DESIGN**

**Player experience goal**

The players should feel that each split-second decision has an immediate effect on their gameplay session. The players should feel compelled to cooperate with each other in order to survive for as long as possible.

**Vision Statement**

The players struggle to survive in a dark environment with a game experience that varies from easy to impossible in a linear fashion. With up to four players and four different playable characters to choose from, the abilities of each character plays a huge roll in the longevity of the game. But one shall not be mistaken, you will die. This game cannot be won.

The enemy of the game are vicious nightmare invoking monsters.

**Uniqueness**

The game is unique because it is a cooperative game with different characters that can use tactical elements and teamwork to survive under pressure. Should the players stick together to survive, or should they split up and hide in the dark where there hopefully are no monsters near by. The players will have flashlights and won’t know if a monster is coming from behind. Every decision each player makes is important for survival, and every wrong step will be costly. The game includes a flashlight mechanic that introduces a risk/reward system where they may be less likely to be targeted by monsters by turning off their flashlight, but on the other hand they will not be able to see the monsters.

**Setting**

Through black magic, the dead has risen. Now bad things are coming and the world is in chaos. The players are a group of survivors that are attempting to barricade the entrances to postpone their inevitable death.

**Look & Feel**

The look of our game is horror shooter game with a top view where the player should get a feeling of playing a classic game with a touch of 2017. The player should have a tense and nerve wracking time when playing this game.

The look of the game is intended to be grim and gloomy, though realism is not a priority. The game will feel responsive and should be a different experience with each playthrough. The game should give a stressful and nerve-wracking feeling where the players move around in a dark environment, not knowing what’s around them.

**Objective**

The objective of the game can be gamemode specific, but ultimately it always boils down to surviving as long as possible. This may involve outliving other players if a player-versus-player mode is being played, or they will cooperate together against monsters. Essentially the players need to work together to find ways to stay alive and kill monsters. There is no way to win the game, the only goal is to postpone the loss for as long as one can.

**Game World**

A barren wasteland, with little detail. There is no living thing in sight. There may be a building or two depending on the selected map. Other than that it is just the players, the monsters, and possibly some form of barricade or other improvised fortification consisting of sand bags.

**Overview**

The main goal in the game is staying alive as long as possible by using the gear you have at hand and using the map to avoid enemies.

**Gameplay description**

One to four players cooperative vs AI-controlled monsters. Top down survival shooter.

**Controls**

Only supports two players on one keyboard, nevertheless it supports up to four players with gamepads. The game will feature tank-like controls where the players can move forward/backwards, or they can turn to the right or left. There is no strafing, but there will be a button to perform a full 180 turn. There will be a button to shoot, one to toggle the flashlight and one to activate a character-specific power.

**Mechanics**

* **Character**

The player can walk backward, forward and turn freely with the left and right controller keys a.k.a. tank movement. He can only shoot at walking direction and can

make a quick 180 degrees turn on a specially bound key. Reloading is carried out with a special button (not all weapons are automatic). The ammo and the health are limited.

* **Equipment**

Limited ammo and gear, more gear (such as ammo) can be picked up from the ground. Ammo pickups are universal. Flashlight may be turned on with a specially bounded key. The ability to throw a rope between two players as a special feature to kill enemies by slicing them with the rope.

* **Map**

Entry points for enemies may be temporarily disabled to slow down the enemies. (Endorses strategy). Sandbags block enemies but can be shot over. Walls block enemies and cannot be shot through.

* **AI**

Monsters have limited health and their basic instinct is to move towards the player and attack when within a certain range. There are different kind of monsters, each with different levels of damage.

**Characters (Character design, Character types)**

There are four different characters and every one of them has a unique replenishable ability.

* Medic has a pistol and can heal one player 5 points every 5 minutes, the medic aims at another player and activates the ability. If it reaches that player is healed.
* Grenadier has pistol and can place a mine every 2 minutes
* Rifleman has automatic rifle. Automatic reload (no recharge on ability)
* Guy with a shotgun has a shotgun. Slower reload. May fire a burst of shots every 2 minutes.

**Modes**

**Survival mode (Single player)**

One player starts out with a stockpile of ammo. The player starts with the grenadier character (and may not choose another character type). Waves of enemies enter the map from different entry points. It begins easy and increases in difficulty by every wave. Every now and then special enemies with guns enter with waves, these may be killed to collect additional ammo.

**Survival Co Op (2 - 4 players)**

Players starts out with a stockpile of ammo. The players may pick one character each, more than one player may not choose a certain character. Waves of enemies enter the map from different entry points. It begins easy and increases in difficulty by every wave. Every now and then special enemies with guns enters with a wave, these may be killed to collect additional ammo. Enemy entry points may be temporarily blocked by the players and thus provide a choke point for the upcoming wave. Friendly fire is on.

**Competitive Deathmatch with zombies (2 vs 2 or 1 vs 1)**

Teams begin at each end of the map. Players may choose any character (even the same one). First to reach a set of points wins. The teams compete against each other while there are zombies swarming.

**Competitive Survival**

The one who survives the longest is the winner. No team play here.

**Synopsis**

Through dark magic the dead has risen. Mad with rage and hunger for fresh meat they attack any living thing at sight. Our protagonists are a group of lone survivors with a task to survive another day but the days are long and the struggle is neverending...

**MediaList**

The music will be haunting and unpleasant. We will have a single looping soundtrack throughout the game as there are currently no plans to add more music. Other potential sounds would include gunfire and voice lines from both player characters and enemies. Sprites will be placeholders in the beginning, later will be replaced with proper hand drawn sprites from our lead artist Elvir.

**Rules**

A player takes damage from collision with enemies and both players and enemies take damage from bullets. Each player and enemy has a health bar, an empty health bar means death. Each room has one or more spawn point where enemies can spawn from. Players can choose to barricade this entrance anytime they want (This takes time and leaves the character defenseless during the action). Each player is equipped with a weapon. Enemy with weapons drops ammo for the players upon death. The players won’t reload automatically unless they play with the rifleman. The grenadier is a special character equipped with mines. Mines do area-of-effect damage to every enemy in a radius. Mines once placed will not be able to be picked up again. The player cannot go off the bound area of the map and the view.

**Visual Mockups**

In separete folder.