ZOMBIES!

ITCS4231 Game Project – Game Design Document

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ITCS4231-080

Game Overview

1. Game Concept:
   1. This is a prototype of a game that aims to recreate Vampire Survivor in 3D – A Roguelike shoot ‘em up game. Players have to kill as much enemies as possible, select power ups when level up, and survive for as long as possible.
2. Genre: 3D Rogue-like First Person shoot ‘em up
3. Target Audience: Everyone/Players who like a Vampire Survivor-like experience.
4. Look and Feel: Semi-Realistic

Gameplay and Mechanics

1. Gameplay:
   1. Game Progression: Players to kill enemies, gain XP, level up, gain power-ups.
   2. Challenge Structure: To kill as much enemies as possible.
   3. Objective: To Survive for as long as possible.
2. Mechanics:
   1. Physics: Simple 3D.
   2. Movement: Front, Back, Left, Right, and Sprinting.
   3. Objects: N/A.
   4. Action: WASD Keys for movement. Shift Key for sprinting, Left Mouse Button for firing.
   5. Combat: Player would lose 10 HP when an enemy is able to reach the player. Game over when HP reaches 0. On the other hand, player is able to shoot at the enemies in order to kill them and gain XP.
   6. Screen Flow: Title Screen and Gameplay Screen.
3. Game Options:
   1. Leveling Up: For each level up, players are able to select from one of the following: Increase damage by 5, Increase HP by 20, and Heal 30% HP.

Settings, Levels, Technical

1. Story, Settings and characters:
   1. Story and Narrative: No story yet.
   2. Game world: 1 level, a 100x100 flat platform, no world settings yet.
   3. Characters: First Person.
2. Level:
   1. Level: One level only.
   2. Training Level: N/A
3. Artificial Intelligence:
   1. Support AI:
      1. Pathfinding: Enemies to move towards the player once spawned.
      2. Collision Detection: Player game object, enemies, and bullets.
4. Technical:
   1. Target Hardware: PC on any hardware.
   2. Development:
      1. Hardware: PC
      2. Software: Unity Game Engine
   3. Network requirements: Not required.

Game Art

1. Style: 3D Semi-realistic
2. Assets: Using game assets from Unity Assets Store:
   1. [Zombie Assets Pack](https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232)
      1. Zombie Assets

A person wearing a garment

Description automatically generated

* 1. Background Music
     1. [BlackY fused with WAiKURO - Alea jacta est!](https://www.youtube.com/watch?v=VxtLNMPooe0)