**Zombie Crisis: The Escape**

Game Design Document

Created: 11 August 2011

Updated: 11 August 2011

**Non-Confidential**

1. Overview………………………………………………………………………………………………………………1
   1. High Concept……………………………………………………………………………………….1
   2. Intro…………………………………………………………………………………………………….1
   3. Genre………………………………………………………………………………………………….1
   4. Platform, Minimum Specs……………………………………………………………………1
   5. Target Demographic……………………………………………………………………………1
2. Game Mechanics...……………………………………………………………………………………………....2
   1. Core Gameplay........................................................................................2
   2. Modes Of Play..........................................................................................2
   3. Scoring......................................................................................................2
   4. Game Flow................................................................................................2
   5. Gameplay Elements..................................................................................2
      1. Player............................................................................................2
      2. Level..............................................................................................2
      3. Controls.........................................................................................2
3. User Interface.............................................................................................................3
   1. Game Screen.............................................................................................3
   2. Title Screen................................................................................................3
4. Media...........................................................................................................................4
   1. Art..............................................................................................................4
   2. Sound and Music........................................................................................4

**1 Overview**

* 1. **High Concept:**

The game is a survival shooting adventure in which you are trying to get to a space station to escape the hungry zombies. They want your brains!

* 1. **Intro**

Zombie Crisis: The Escape takes the gamer on an action packed adventure. You start out on foot trying to find transportation to start the journey to a space station where there is a shuttle, taking people off of Earth safely. As you walk through the streets you must shoot down any zombie that is getting close to you. Upon reaching transportation you realize the main roads are filled with super mutants and you have to mow them down in order to reach the space station. Upon reaching the space station, you must man a space shuttle and escape the planet by any means necessary. Good Luck!

* 1. **Genre**

Zombie Crisis: The Escape is best classified as “Top Down Shooter Adventure”

* 1. **Platform, Minimum Specs**

Zombie Crisis: The Escape will run on a Windows Platform.

Minimum Specs:

Windows

Computer

DirectX 9.0

Keyboard

Screen

* 1. **Target Demographic**

Zombie Crisis: The Escape is for the small community that holds independent games in high esteem. They are known for their creativity and hopefully this game will please our demographic.

1. **Game Mechanics**
   1. **Core Gameplay**

All the actual gameplay consists of the player trying to shoot the zombies in order to get through the particular level that you are on.

* 1. **Modes of Play**

The game consists of only one type of gameplay and that is the single player mission. The player can move left and right to get over obstacles in the level. The level is constantly moving or scrolling downwards causing the player to have a difficulty level.

* 1. **Scoring**

Normal Zombie: 50 points

Mutant Zombie: 100 points

Alien Zombie: 200 points

Special: 500 points

* 1. **Game Flow**

SPLASH->ATTRACT->PLAY->CREDITS

* 1. **Gameplay Elements**
     1. **Player**

The player is represented by a character sprite in the play area. In each level the player will change slightly because of the vehicle he/she might be in.

* + 1. **Level**

The level consists of 3 unique areas each with its own zombies and mini-boss.

* + 1. **Controls**

The player can use ‘A’ key or ‘Left Arrow’ to move left.

The player can use ‘D’ key or ‘Right Arrow’ to move right.

The player can use ‘Space Bar’ to shoot.

1. **User Interface**
   1. **Game Screen**

**:::**

* 1. **Title Screen**

1. **Media**
   1. **Art**

Dimensions = height: 3200 width: 600

* 1. **Sound and Music**