



- UNDEAD SURVIVAL -

A **Baby Phoenix** Mobile Game

November 21st, 2021

Version #3

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SURVIVAL SHOOTER MOBILE GAME

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I. Game Overview

In 2022, Covid-19 mutated and has affected the brain of every living being on earth. Upon death, the brain becomes infected and assumes control of your body, relying on only natural instincts. With the world slowly dying and its unsafe conditions, you must find a way to survive as long as you can.

II. Gameplay Mechanics

Shooting, Moving, Jump

- **Shooting**: Consists of a single click (left click on mouse, tap screen on mobile)
 - Kills mobs with gun
- **Moving**: WASD or on-screen directional pad (for mobile) to move around the scene
- **Jumping**: Jumping to get on top of objects - spacebar or on-screen button for mobile

III. Camera

First person POV attached to the main character

IV. Controls

WebGL Build: WASD controls for movement, mouse for camera movement, left click to shoot.

Mobile: On-screen UI for controls - an on screen directional pad, button to shoot, button to jump



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V. Interface Sketch



VI. Menu and Screen Descriptions

- **Start Screen:** "Press anything to start"
- **Main Menu:** Able to start game, view highscores, view controls, credits and exit the game
 - **Highscores:** Each run has a new highscore
 - **Controls:** View WebGL and Mobile controls
 - **Credits:** Credit screen for Baby Phoenix

VII. Game World

The player is in a cemetery escaping from the bathroom. There are many trees, houses, fences and tombstones located around the map. The player is meant to survive until they can cannot.

VIII. Levels

Each level is determined by the wave count that the player survived.



IX. Game Progression

Progression in the game is mostly measured by the number of waves survived. The longer you survive the harder the difficulty, and the more monsters that spawn.

X. Characters

The character is a male, middle aged man who's determination is to survive the apocalypse.

XI. Enemies

Zombies - Chase the player, melee attacks.

- Comes in waves to overwhelm the player in combat to cause chaos

XII. Weapons

Most weapons used will be military guns. For example AK-47, Revolver etc. Some other weapons that will be used are combat knives, machetes, and more.

XIII. Items

Healing capsules are randomly spawned around the map to replenish their health. Other guns/weapons are spawned from killing monsters.

XIV. Scoring

High scores are determined by how many enemies the player has killed. The score gets placed on the high score screen found in the main menu.



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XV. Story Index

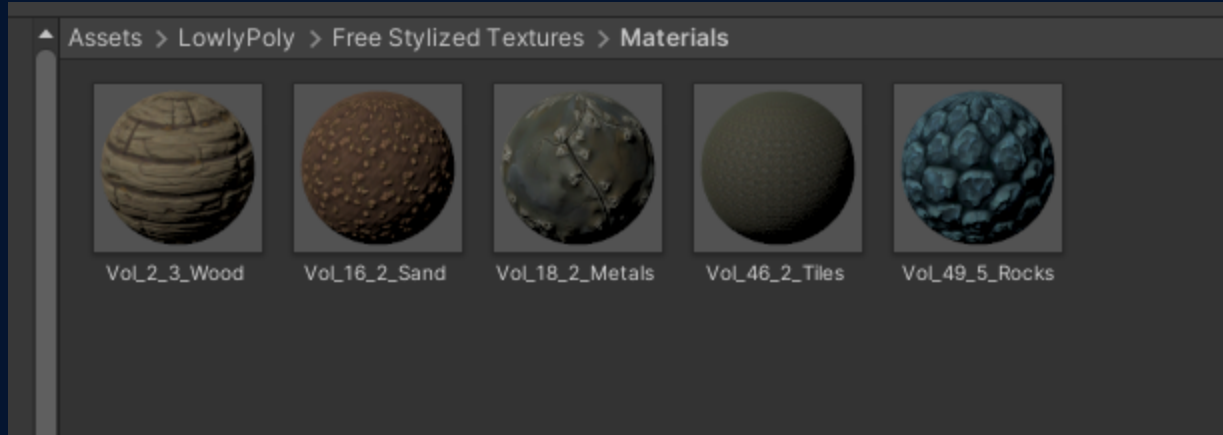
After a long day at work, John finally made it back home. He sits down and watches some television. He watches the news and witnesses the end of the world. People turning into ZOMBIES! The news reporter showcasing the emergency gets caught in a crowd and curses the world. Its now up to John how he can survive in a world of man eating zombies and low foods supply.

XVI. Sound Index

- Zombie Sounds
- Gun Sound
- BGM

XVII. Third-Party Assets

- Zombie Cop From Mixamo
 - Movement Animation
 - Attack Animations
- Used free textures from Unity Store



- Used materials accordingly in the game.
 - Materials Store Link:
<https://assetstore.unity.com/packages/2d/textures-materials/free-stylized-textures-204742>
- Free to use Music and Sounds Used:
 - <https://www.youtube.com/watch?v=DNR2AY7b6kI>
 - <https://www.youtube.com/watch?v=yMlgwevKFKk>
 - <https://maou.audio/>



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- Gun Sound Effect
- Footsteps
- Fonts Used
 - <https://www.fontspace.com/no-mercy-font-f62831>
 - <https://www.fontspace.com/take-a-shot-font-f67635>
 - <https://www.fontspace.com/help-me-font-f70320>