

Game Design Document Template

Roadkill

Document Version v0.1

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Introduction:

Roadkill is a simple, 2d-topdown, survival action game in which the player drives a vehicle around an infinite procedurally generated city to escape and defeat zombies to survive as long as possible. By defeating zombies, they can unlock and upgrade weapons or vehicles. The player will start with a basic motorbike and a weak pistol which are upgradable within garages which can be found around the world.

Target Audience

Roadkill aims to target males between the ages of 13 to 18, with a mildly violent gameplay loop that is in a pixelated style. The players would play games with a short experience. The game has potential for a meta-leveilling system with sufficient time to allow meta-progression and unlocking new items after each loss to progress further than the last time, which can keep the attention of players for longer and would target roguelike players.

Game Atmosphere:

The game will take place in a pixel art style, as not to be realistic but not cartoony enough to be considered a “childish” game. It is supposed to be a mostly relaxing experience which does not cause players excess of stress. The character and environment design will be like that of early 2000s-pixel games with simple graphics along with sounds having that slight crunchy 8-bit effect.

Gameplay:

How the game plays out - describe here in more detail about the mechanics, game levels, controls, victory conditions etc. Split each category into a different section.

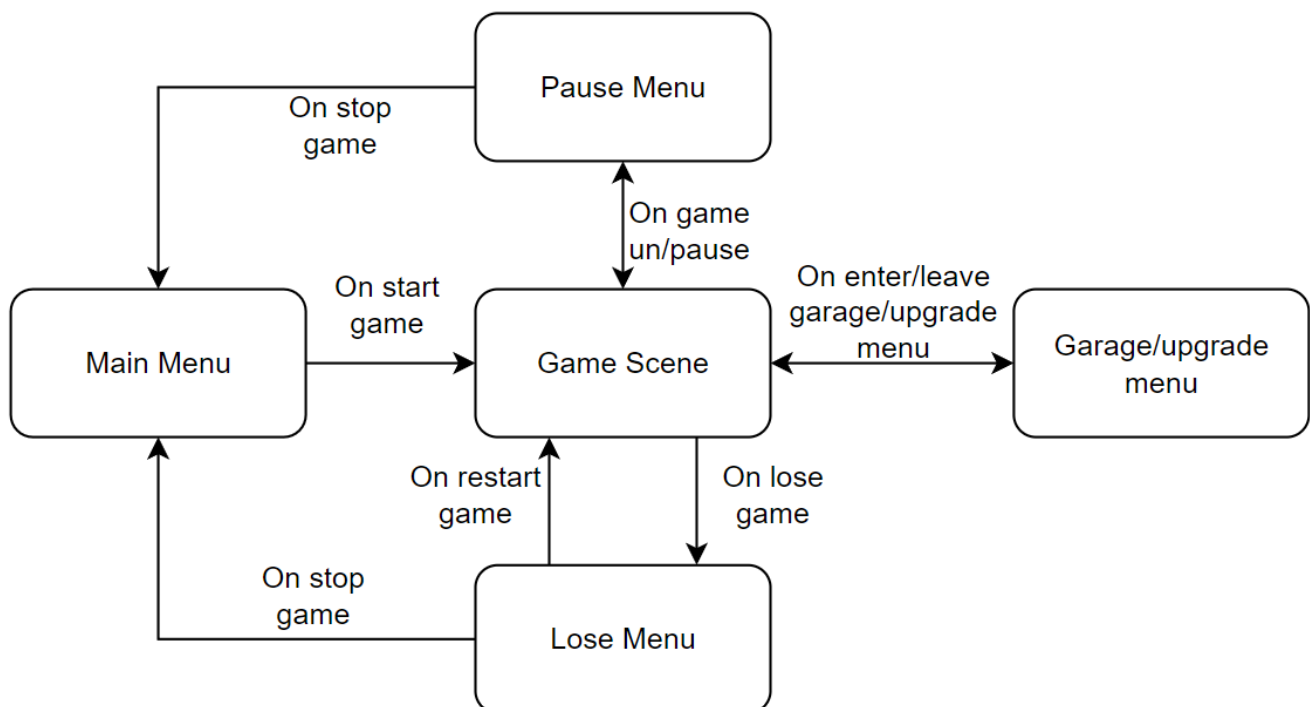
- Game Levels
 - The game takes place in an infinitely sized world generated procedurally so no two experiences are the same.
- Player Controls
 - The player controls a vehicle throughout the whole game, which will be either two wheeled or four wheeled vehicles. A 2-wheeler could be a motorbike and a 4-wheeler a car, bus, or truck.
- Game Elements
 - The main gameplay loop will consist of driving throughout the city defeating zombies.
 - The player can shoot or drive over zombies to defeat them.
 - Defeating zombies provides an in-game currency which can be redeemed for new vehicles or weapons, or upgrades for them in garages which can be found around the map randomly.

- Winning / Losing
 - There is no win condition, the game is infinite and the only goal beyond surviving is beating your previous score.
 - Losing is simply dying, which ends the current run.
- Why is this game fun?
 - This game is a fun, challenging experience without being overly stressful as compared to most modern challenging games.

Level Design:

- The game will be generated procedurally so the player can have an infinitely large world to play in, this ensures they can't find an "optimal route" to the nearest upgrade station or a way to grind out zombies.
- The world will consist of several pre-determined "tiles" which will be randomly spawned in as the player approaches them

Title and Information Screens:



Scope:

This project should be very doable within the timeframe given, as there are not very many core mechanics. Making the world generator work correctly and making the vehicles feel realistic will be the hardest part of the programming. The asset collection will also be very difficult, considering there is a specific style we are aiming for.

Online Collaboration Tools:

List the tools you are planning to use to manage your games production, and your groups communication.

Collaboration Tool	Purpose
Github (incl. Github Desktop)	Version control and collaboration within development.

Document Feedback:

Get your peers to review your document and provide feedback. Things to look out for include elements that sound confusing, inconsistent or requires more detail.

Document version	Name	Feedback

Document Changes:

Document version	Changes made
