

Beyond the Sanctuaries

Game Development II

Created by:

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Description of the game:

3D first person survival with base building mechanics and scavenge missions. With a simple story of an abandoned soldier behind enemy lines. Player can unlock and upgrade the base in return for crafting better weapons and accessories that will help them on the scavenger missions outside of the safety of the base. They will encounter various types of enemies and environmental challenges. The Player's main mission is to unlock the radio room inside the base so that they can contact their team and get rescued.

Target platform:

Windows

Target group:

Survival, FPS fans

Unique selling points:

- Base building and upgrading
- Complete scavenge missions for resources and find more advanced materials
- Engage with various types of enemies

Main features:

Must have:

- Player movement
- Player stats (Health/Stamina)
- Player combat
 - Close
 - Knife, Axe
 - Ranged
 - Grenades
 - Bullet weapons (Rifles, Automatic etc..)
- Main map -> Map where enemies, resources and player is.
- Player Base -> Map where player can craft, upgrade their gear/base
- Base Management
- Scavenge for resources (Scrap metal, Wood, Fuel, Ammunition, Food/Water) + Looting enemy corpses
- Enemies (Basic soldier)

Important:

- Inventory system
- Crafting(Ammunition, Cleanse water/food)
- Different enemy types (Soldiers, Tanks, Bunkers)
- Additional weapons
 - Bazookas
 - Mines
- Map hazzard terrain (Gas pollution, minefield, radiation)

Nice to have:

- NPCs
- Food/Water
- Day/Night simple cycle
- Weapon attachment system
- Save system

Time plan:

13.03:

Finished GDD, set up git, Jira, have simple skeleton set up + movement

20.03:

Player base map + main map

27.03

Base upgrading + crafting

03.04

Base upgrading + crafting

10.04

Player combat +
Enemies

17.04

Player combat +
Enemies

24.04

Inventory

01.05

Scavenging + looting

08.05

UI

15.05

Cleanup

22.05

More enemies +
More weapons

29.05

Map hazards

05.06

Playtesting + submission

Moodboard:





