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| Big Tree Studios |
| Zombie Factory |
| An awesome 2D twin-stick shooter |
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| Game design document for the Zombie Factory game |

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# Generalities

* Game genre: 2D twin-stick shooter
* Camera: Top-Down
* Technologies used:
  + XNA 4.0 (C#)
  + Git (Github.com)
* Controls: Xbox 360 controller
  + Left Stick: Move character
  + Right Stick: Shoot
* Inspirations:
  + Scoregasm
  + Hotline Miami

# Overall game idea

The game is a fast-paced twin-stick shooter. It aims to be hard and make people work to get high scores by including interesting game mechanics. There will be online ranking so that people can compete against each other for the best score.

# The player

The player controls a character that has the mission to destroy a zombie factory. The main character is a sociopath; he doesn’t care about other people. The only thing that interests him is personal gain. He has to be a badass, violent and manly.

The player can only take one hit before dying. If he dies, he has to start the level over again. While playing, the player will slowly fill up a rage bar which can be used to unleash a special power (that we will have to think about). This will add a special twist to the game.

# Environment

Factory: The whole story will take place in a factory that produces zombies. The player will have to progress through multiple levels in order to end this dangerous production.

# Levels

The levels are not really long to finish, but they are hard. It may take between two and five minutes to finish a level, but as the time goes by, they become harder and harder. If the player dies, he has to start back at the beginning of the level. This characteristic of the game will stress people, but it will feel more rewarding when you will finally beat a hard level.

The levels won’t be too big. They will force the fast-paced side of the game. The goal of the player is pretty much to survive while enemies flood him from everywhere.

There will be a new enemy in every level. Some enemies you’ve already encountered will also spawn, but a new type of enemy attacking you in a different way will spawn to keep the game fresh and surprising. There will be a fixed number of enemies in every level so that competitive players won’t be disadvantaged by a random number of enemies (hence points possibility).

There will be different paths possible to progress into the factory. Depending on how much point you did at the end of a level, you may unlock multiple paths. You will have to choose where you go. The way to reach the end will be different every time. Some paths will be easier, but some paths will let you score more points if you are a really competitive player. In order to get a really good score, you will have to know which levels let you score more points.

# Drops

Drops are items that drop after you kill an enemy and help you accomplish your tasks. You can use a drop by walking over it to pick it up. There are different drops that can occur during the game.

## Weapons

Weapons can be dropped from zombies. You can’t drop ammo for a specific weapon. In order to get more bullets, you need to drop the same weapon again.

* The pistol: The pistol is the default player’s weapon. It’s the weapon you start with when you spawn. It is the only weapon that has infinite ammo. When you run out of bullets with a special weapon, you automatically switch back to the pistol.
* The knife: The knife is the default player’s melee weapon. You automatically use the knife when you are in melee range of an enemy. You have infinite uses of the knife.
* The shotgun: The shotgun shoots multiple bullets in different directions. It has a limited number of shells.
* The RPG: The RPG launches rockets that explode when they hit something. It has a limited number of rockets.

**To add: More weapons, maybe melee weapons**

## Power-ups

Power-ups are drops that temporarily boost the player’s abilities.

* Steroids: (SUBJECT TO CHANGE) Steroids temporarily double the damage you deal to enemies.
* Stimpacks: Stimpacks are stimulants that temporarily make you invincible.

**To add: More power-ups**