B.Sc Computer Games Development, Year 3

Game Design Document

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**“SHHHHHH...!”**

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# Overview

### **The Elevator Pitch / High Concept**

SHHHHHH…...!!!! is a two-dimensional top down view game where the player needs to obtain different boat parts to escape from the zombie island!

### **Theme, Setting and Genre**

### This is a top down stealth survival game. The setting is a different part of an island during day and night.

### 

### **Player Experience Goals**

Players have to avoid the zombies, search and find the boat parts and escape the island.

### **View**

### 

The game will have a top down view, with the player in center and the camera moving with the player.

### 

### **Targeted platform(s)**

Windows 10 minimum

### **Technical requirements(s)**

* Personal computer
* C++ languages with SFML library
* Visual Studio or JetBrains CLion as IDE

# Gameplay

### **The First Minute (60 seconds of play)**

The player opens up the game and is greeted by the menu, upon selecting a level the gameplay starts, they find themselves on a map with different floors and walls as well as a minimap in the corner of the screen, a noise bar in another corner and a sillouette of the item they need in another. The player clicks the arrow keys and the player on the screen starts to move, they walk over some leaves and the noise is triggered, a zombie in a nearby box reacts but is stuck inside. The player gets to a window and wants to get inside, they see a stone on the ground and throw it towards it, it breaks the window filling up the noise bar but there’s no zombies nearby, the player climbs through the window and inside finds the boat part, upon pickup the silhouette in the corner fills up, the player proceeds to retrace their steps back to the beginning and it greeted with a congratulations screen upon completing the level

## **Game progression**

* + 1. *How do I progress from level to level?*Get the loot and come back to the start point without being caught by the enemies.
    2. *How does the game increase in difficulty?*

Adding more enemies and changing the environment.

* + 1. *What rewards (useful or not) are revealed to keep player engaged?*

Players are challenged to improve their time on each level to earn stars and star benchmarks give more player characters to play as

## **Level progression**

* + 1. *How do I complete each level? I.e what are the objectives*

After the player collects the loot and returns to the starting point .

## **Objectives/Victory Conditions**

The main object is to avoid the enemies and collect the loot as fast as you can.

Game will finish when all the levels have been beaten.

The player loses if they get caught by the zombies.

The goal of the game is to collect all the loot and escape the zombie island.

# Features

## Sprint 1

### **Feature 1** - Moving player

The player should be drawn and move in the 4 cardinal directions.

**Conditions of satisfaction:**

* I can use keyboard arrows to move
* The Player can be seen on the screen.
* The player can Sneak and Run as well.

### **Feature 2 -** Enemy

The enemy should be drawn on the screen and can interact with the player.

**Conditions of satisfaction:**

* Enemies can be seen on the screen.
* If player collide with the enemy a game over text will appear

### **Feature 3 -** Environment

various static features of the map that the player can interact with.

**Conditions of satisfaction:**

* Environment can be seen on the screen.
* Collision between player and the environment.
* Creating different children of environment class.

### **Feature 4 -** Noise

The player can make noises or create noises with the environment within the level. There are three levels of noises: green, yellow and red.

**Conditions of satisfaction:**

* If player walk: **yellow noise**
* If player sneak: **green noise**
* If player run: **red noise**
* Green noise does not attract zombies
* Yellow noise attracts closes zombies
* Red noise attracts every zombie in the level

### **Feature 5 -** Pickups

the player can interact and pick up certain objects.

**Conditions of satisfaction:**

* The Player can see the different pickups.
* The player can interact with the pick ups if they collide with them.
* Certain items are throwable
* And others trigger the win text.