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 zombie infested island you need to escape from

### 

### **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 bottom left corner of the screen and a silhouette of the item they need in the top right corner of the screen. The player clicks the arrow keys and the player on the screen starts to move, the camera follows them as they do, they walk over some leaves and noise represented by growing circle that disappears over after a while, a zombie in a nearby box reacts but is stuck inside and the player realises the noise they make can attract zombies. The player gets to a window and wants to get inside, they see a stone on the ground, pick it up and throw it towards it, it breaks the window and emits a lot of noise but the player knew there was no zombies nearby, the player climbs through the window and inside finds the boat part, upon pickup of the boat part the silhouette in the corner fills up then the player proceeds to retrace their steps back to the beginning and is treated to 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 stars signify your grade for the game

## **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 the level is completed and may be replayed.

## **Objectives/Victory Conditions**

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

The game will finish when all the levels have been beaten. However replayability is available.

The player loses the level if they get caught by the zombies and may restart.

The goal of the game is to collect all the loot and escape the zombie island by completing each level.

# 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 that depend on whats been interacted with

**Conditions of satisfaction:**

* When the player walks on or interacts with something noise is generated
* Noise is drawn on the players location and expands over time
* Noise is deleted when it hits its maximum size
* Zombie that hear the noise can react appropriately

### **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 pickups if they collide with them.
* Certain items are throwable
* And others trigger the win conditions.

### **Feature 6 –** Enemy vision cone

One of the enemies have a vision cone and can see the player. Upon player entering the cone the idle enemy vision cone angle and length will change (goes to attack mode) and will follow player, if it catches up to the player it will attack the player. If player manage to leave the vision cone, the vision cone will go back to its previous state (seeking state).

**Condition of satisfaction:**

* Enemy reacts immediately to player entering its vision cone.
* it changes it states successfully.

### **Feature 7 –** Camera

-

**Conditions of satisfaction:**

* TBA

# **Game World**

# Game Geography

The game's geography is basically an island, so water will be used as a “border-limit” all around the map in each level. To highlight the fact that we are on an island, “beach” tiles will be used around the map and grass closer to the centre of the island. The geography of the level must also be like “post-apocalypses” so ruined roads and wrecks will be used all around the map.

# Game World Elements

# Characters (Player and Enemies)

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description & Appearance** | **Abilities** | **Strengths** |
| Survivor (Player) | The survivor (which is the actual player) looks like a surviving soldier.  A picture containing text  Description automatically generated | Can sneak, walk, and run. Each move can make noises depending on its type. |  |
| Blind Zombie | This type of zombie is blind. He can’t see the player; however, he can hear the player by having good ears.  A picture containing text  Description automatically generated | Can run quickly towards a noise. | Can hear the player from far away. Do not see the player but run quickly towards any noises. |
| Deaf Zombie | This zombie is deaf but can see. So, if the player is in the field of view of this zombie, it will run after the player and start making noises. | Ability to make noise while running after the player, which will attract the other zombies. | Can see. |

# Items

|  |  |
| --- | --- |
| **Name** | **Description & Appearance** |
| Rock | Throwable object that you can throw on the ground for attracting the blinded zombies.  The appearance of this item is like a little rock that you can find naturally on the ground. |

# **Levels**

# Level description

* Level 1: Zombie in box to react to noise, various terrains on the floor around it, throwable on the ground, words “space to pick up or throw an object” on the ground, walls with window to break, collectible behind window *– this level is to teach about noise, zombies hearing noise, pickups and throwing obstacles*
* Level 2: similar layout, zombie near enough the window to hear but with back turned, second throwable and window nearby to lure zombie away *– this level is to get the player thinking about creating decoys for the zombies*
* Level 3: hallways with 4 rooms its connected to, 2 with doors, other with window in back, other with open entrance, entrance to left, zombie in bottom left room to react to you entering, cannot get though door, pickup in top right room, zombie in bottom left to chase you once you open the door, pickup is used to break in top left room from the outside *– this level teaches the player about doors and forces them to move quickly to escape the zombie*

# **Interface**

### Controls

Mouse – navigate menus

Arrow Keys – move

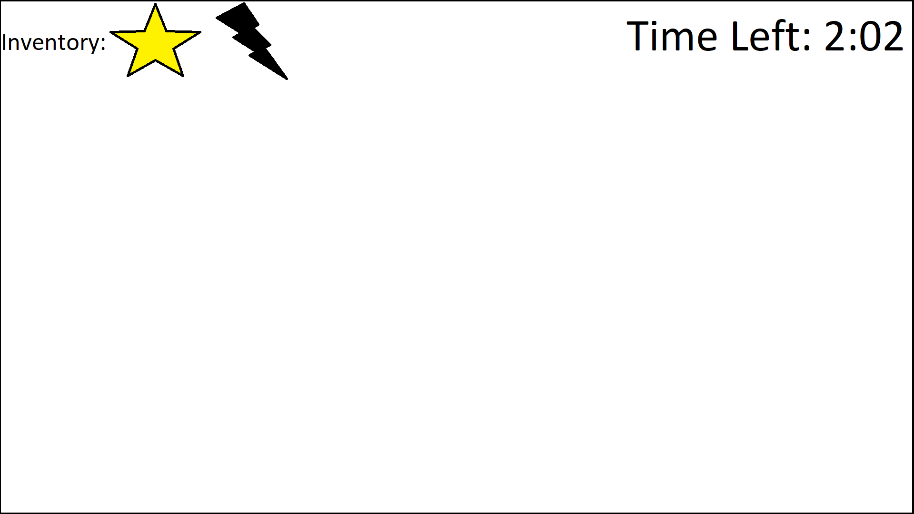
Ctrl – slower speed

Space – faster speed

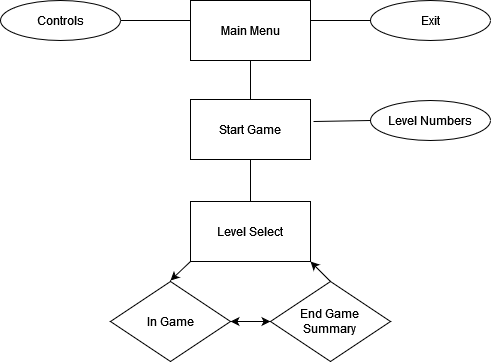
P – pause menu

D – toggle debug mode

### HUD



### Screenflow



### Control system

*Mouse is used to navigate menus using buttons*

# AI

### Opponent AI

blabla

### Support AI

blabla

# **Game Art & Audio**

### Audio

* + 1. Background music
    2. Audio effects
    3. Dialog

### Art assets

##### **Characters/ animation frames**

##### **Items (in-game & icons)**

##### **Level backgrounds/maps/environment textures**

##### **Visual effects**

##### **Explosions**

##### **Particles**

##### **HUD graphics, typeface**

##### **Controls screen/menu/dialog backgrounds/borders/typefaces**