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Discovery Document for Woodbury

Project Type: Survival Game

Working Title: Woodbury

# Objective:

The purpose of this document is to define the type of game Woodbury will be, the content of the game, and the technologies involved in developing this game.

# Type of game:

This is a survival game where the player is thrown into a post apocalyptic world where they have to find a safe place to set down roots and start building a safe thriving home of their own.

# Components:

Environment - Post Apocalyptic

Exploration

Crafting

Combat

NPC encounters friendly/hostile

## Environment - Post Apocalyptic

## Exploration

## Crafting

## Combat

## NPC encounters friendly/hostile