

Viper Attack Design Document

Concept of the Game

- You wake up from a coma or from a nightmare.
- You're some type of soldier from the army.
- Need to find a way to escape the zombies.
- Possible helicopter escape.
- To survive you must use your hands.

The Rules: General

- Player starts at a spawn location, could have around 10 spawn locations in the map.
- Find a suitable area to mark and call the helicopter for help.
- The helicopter won't arrive instantly, it will take 5-10 minutes.
- While the helicopter makes its way to you, the zombies spawn and will get to you.
- Using your hands, finding weapons will be key to keeping the zombies away and to survive.

The Rules: How to Win

- Mark an area for the helicopter to land.
- Survive the zombie attack until the helicopter gets there.

The Rules: How to Lose

- If a zombie touches you, you lose and respawn.
- Falling into deep water kills you.
- Falling too far off a cliff kills you too.

Scoring System

- How long it took you to call the helicopter.
- How many zombies you killed.
- If you were killed, show how many times it happened.

Asset Requirements

- An environment.
- Guns to pick up.
- A helicopter.
- SFX for the helicopter, zombies, radio etc.

Version

- All above to be done to complete version one and for a stable release.