**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.