Not All Survive: Game Design Document (GDD)

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Concept, Theme, and Tone

"We had seen God in His splendors, heard the text that Nature renders. We had reached the naked soul of man."

- Ernest Shackleton

Theme:

1. Perseverance of the Human Spirit

2. The Majesty and Power of Nature

3. Survival Against the Elements

Tone: Relentless, Resilient, and Awe-Inspiring

Setting: The frozen, unforgiving expanse of Antarctica in the early 20th century.

Player Fantasy: Experience the harrowing journey of an Antarctic explorer. Make life-or-death decisions, ration dwindling supplies, and battle the elements as you strive to reach the South Pole, knowing full well that survival is not guaranteed.

Illustrative Experience:

As you stand at the edge of the vast Antarctic wilderness, the wind bites at your face, and every breath feels like ice in your lungs. The sled dogs bark anxiously, their breath forming clouds in the
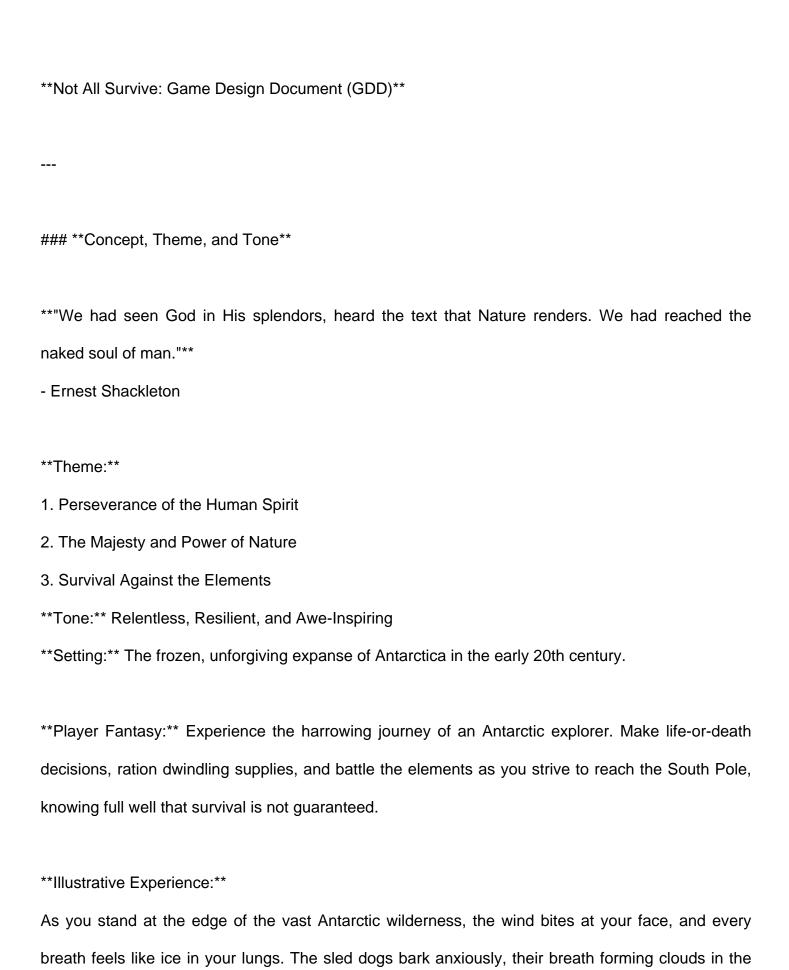
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freezing air. You have meticulously packed your supplies: hard pack, a cook kit, ropes, and just enough fuel to see you through, you hope. Ahead lies a 100-mile trek over treacherous ice fields, shifting snowdrifts, and the yawning maws of crevasses. Your goal is simple yet monumental: reach the South Pole and...

The days blur together as you navigate the grid, scouting for safe paths. Each decision weighs heavily, do you risk a shortcut across a glacier to conserve stamina, or take the longer, safer route and burn through your food? A blizzard rolls in, obscuring your map and leaving you disoriented. You are forced to make camp, burning precious fuel to stay alive. That night, the sound of snapping ropes pulls you from restless sleep. The sled is damaged, your heart sinks as you realize your tools are too worn to...

As your health dwindles, desperation sets in. The hunger is unbearable. You have already eaten your leather straps, and now you are eyeing the sled dogs. You hate the thought, but the choice is clear: sacrifice one to save the rest. In the end, you push forward, a shadow of the person who began this journey. Not all will survive, but will you?

Game Overview

Title: Not All Survive

Genre: Survival Strategy

Setting: Early 20th Century Antarctic Expedition

Core Loop: Navigate a vast, harsh Antarctic wilderness while managing resources, battling extreme weather, and making life-or-death decisions. Players must balance survival mechanics with exploration and strategic planning.

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Core Gameplay Features

1. Survival Mechanics

- **Health:** Depletes over real time based on weather, temperature, and time of day.

- **Stamina:** Consumed through actions like moving and climbing.

- **Hunger:** Hunger decreases over time and impacts health recovery.

2. Exploration

- **Grid-Based Map:** A 10x10 grid with randomized terrain types.

- **Starting Position:** Bottom-left (0, 0); the South Pole is hidden in the top-right.

Additional features include camping, inventory management, and dynamic weather systems.