**Project Decked Out Express**

# **Introduction**

Project Decked Out Express (Working Project Name) is a post-apocalyptic rogue-lite game with fantasy elements that combines deckbuilding, resource management and turn based combat. The game is set in a world devastated by a zombie outbreak and nuclear catastrophe. Players take on the role of a “Train Master” who is responsible for transporting vital supplies to a distant city named Hope’s End that may hold the last remnants of civilized society.

## Target Audience

The game will mainly target three groups of gamers, Rogue likers, hardcore gamers and strategy fans. Project Decked Out Express will offer a blend of strategic decision-making, permadeath mechanics and procedural generation. The focus will be on challenging gameplay and meaningful choices. The player will have to navigate treacherous terrains, encounter diverse factions and engage in tactical battles.

## Key Features

**Deckbuilding And Permadeath:** Players will assemble and refine a deck of cards that represent the crew, equipment and abilities of the game. Each decision and fight matters as crew members face the threat of permanent death adding a layer of tension and strategic depth.

**Procedurally-Generated Wasteland:** Players will explore a vast and ever-changing wasteland filled with unpredictable encounters, varied terrain and hidden resources. Every playthrough offers a unique experience thus ensuring replayability and fresh challenges.

**Train Roles And Realism:** Embrace the distinct roles and functions of crew members on your train, such as medics, engineers and gunners. Authenticity is woven into the gameplay with each role impacting not only combat but also the overall survival and efficiency of the train.

**Strategic Turn-Based Combat:** Engage in tactical battles against zombies, hostile factions and other threats. Utilize your clever tactics and crew member abilities to outmanoeuvre enemies and secure vital resources.

**Resource Management And Progression:** Manage scarce resources, including fuel, food and ammunition as you balance the needs of your crew and train. Progress and unlock new cards, equipment and upgrades to strengthen your chances of survival.

# Concept

**Theme And Setting:** The game blend the elements of a zombie apocalypse and a nuclear wasteland with fantasy element such as orcs and other fantastical creatures. The game immerses players in a harsh and unforgiving post-apocalyptic world where survival is paramount, and danger lurks around every corner. The fusion of these distinct setting creates a unique and captivating atmosphere.

**Player Goals And Objectives:** The primary objective is to transport vital supplies from one end of the wasteland to the distant city of Hope’s End. Along the way players will face numerous challenges including hostile factions, zombie hordes and limited resources. Their decisions and actions will determine the fate of the train and the survival of its crew.

**Tone And Atmosphere:** Project Decked Out Express aims to create a gritty and immersive atmosphere. The desolate wasteland, ravaged by the undead and the aftermath of a nuclear disaster evokes a sense of danger, isolation, and constant struggle for survival. The inclusion of fantasy elements adds a touch of wonder, intrigue, and despair to the world. These elements should balance the feeling of grimdark with unexpected beauty.

**Inspiration And Influences:** Project Decked Out Express draws inspiration from various sources, including games like Slay the Spire, FTL (Faster Than Light) and Nowhere Prophet, as well as post-apocalyptic movies and literature. These influences shape the game mechanics, atmosphere, and strategic decision-making.

# World

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# Characters

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# Mechanics

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# Level Design

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# Progression System

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# Art And Visual Design

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# Audio And Music

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# User Interface And Controls

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# Multiplayer And Mod Support

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# Marketing And Monetization

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