**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:** d

# Concept

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# 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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