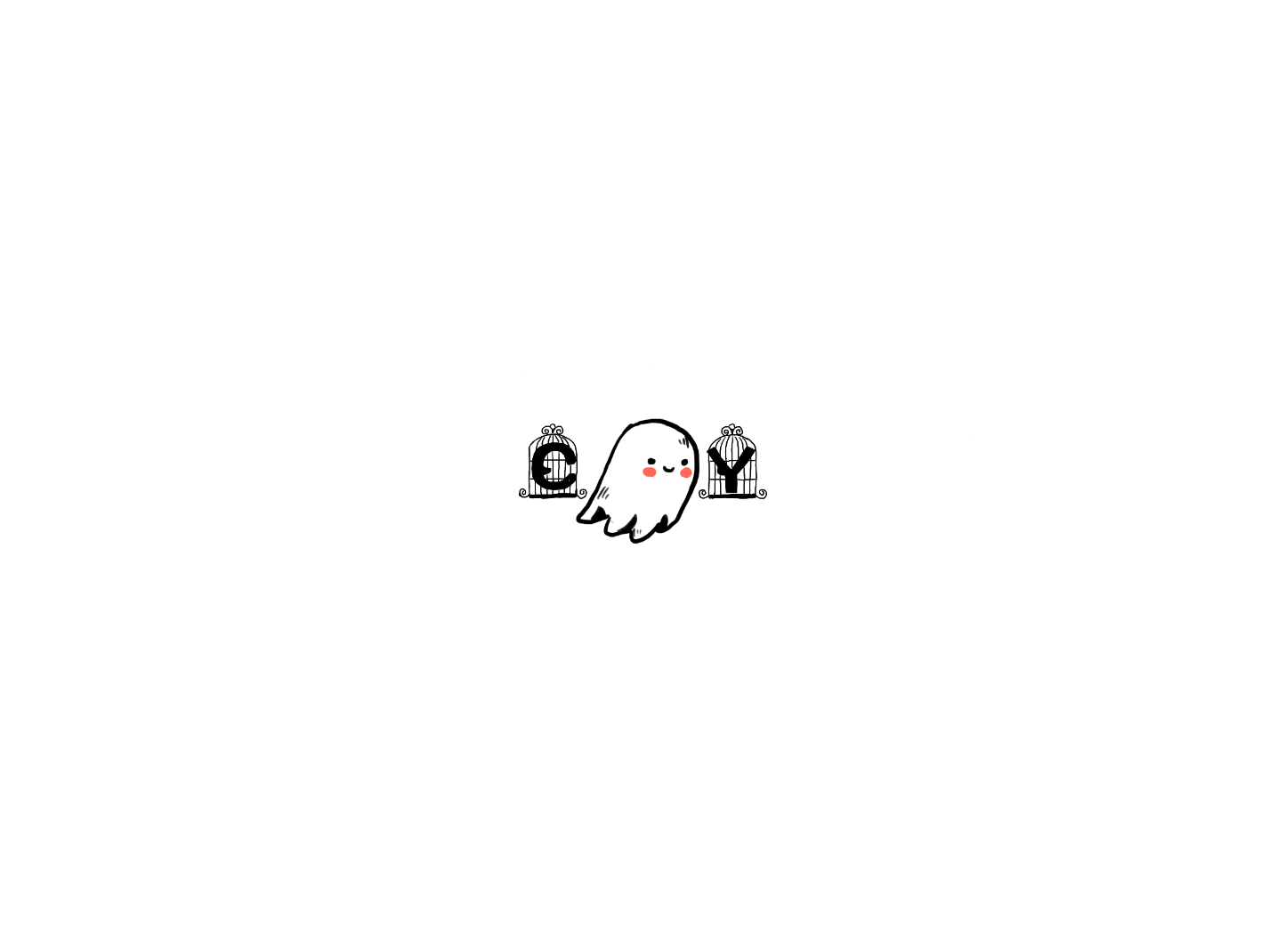
Generic Blank Game Design Document (GDD)

Your Game Logo



***‘Catchy Game Tagline’*** – Do you wanna live?

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Game Development Team Members    PRODUCER  Jiaxi Chen  Lule Yan    PRODUCTION MANAGER  Jiaxi Chen  Lule Yan    PRODUCTION COORDINATOR  Jiaxi Chen  Lule Yan  GAME DESIGNERS  Jiaxi Chen  Lule Yan  SYSTEMS/IT COORDINATOR  Jiaxi Chen  Lule Yan  PROGRAMMERS  Jiaxi Chen  Lule Yan  TECHNICAL ARTISTS  Jiaxi Chen  Lule Yan  AUDIO ENGINEERS  Jiaxi Chen  Lule Yan  UX TESTERS  Jiaxi Chen  Lule Yan |

|  |
| --- |
|  |

# 1 Game Overview

***Title: Happy Haunting***

***Platform: PC, MAC***

***Genre: FPS 3D Shooter***

***Rating: (10+) By Ourselves***

***Target: Casual gamer (aging from 12 - 30)***

***Who loves shooting game with horrible theme***

***Release date: Dec, 2019***

***Publisher: JiaxiChen & LuleYan***

***Description: Happy Haunting is a first-person shooting game. It is an endless survival game. You’re trapped in an abandoned hospital, and the zombies want turn everyone left into zombies. The player is the only survivor. You want to try your best to kill other zombies to avoid being transferred into a zombie. The zombies will spawn at three different position. Watch out for your surrounds and kill as much zombies as possible to live longer. There are several rooms and one of them contains health potion and the other one contains speed potion. Try to get the potion to keep you live longer!***

# 2 High Concept

***You’re trapped in an abandoned hospital, and the zombies want you to be a zombie too. Watch out for the surrounds cause the zombies are also looking for you. You can kill the zombies with your gun and use potion to heal yourself or speed up.***

# 3 Unique Selling Points

***Product by beginner. ( Easy to let unity beginner follow)***

***Beautiful Environment***

***Free***

***Achieve people's heroic dreams***

***Chinese element***

***Horror scenes and BGM***

# 4 Platform Minimum Requirements

***Mac***

***PC***

***Windows XP or Windows 7 or later***

***Graphics card DX9 capabilities***

***Generally work great in the current PC***

# 5 Competitors / Similar Titles

***Realms of the Haunting by Steam***

# 6 Synopsis

***You’re trapped in an abandoned hospital, the zombies are finding you and want to turn you into a zombie. The only thing you got is a gun. You want to survive! You want to fight back!***

# 7 Game Objectives

***The objective of the game is to get the highest score and survive for as long as you can.***

# 8 Game Rules

***The game is that zombies spawn at three different places and are coming to you. The player can get points by killing the zombies. There are health potion that can heal the player and the speed potion to speed the player up. Every 1000 points the player get, the zombies will increase 5 damage. The player can get potion from two rooms and quest.***

# 9 Game Structure

***Level 1***

**↓**

***Start Page***

**↓**

***Gameplay***

**↓**

***Game Over (Score)***

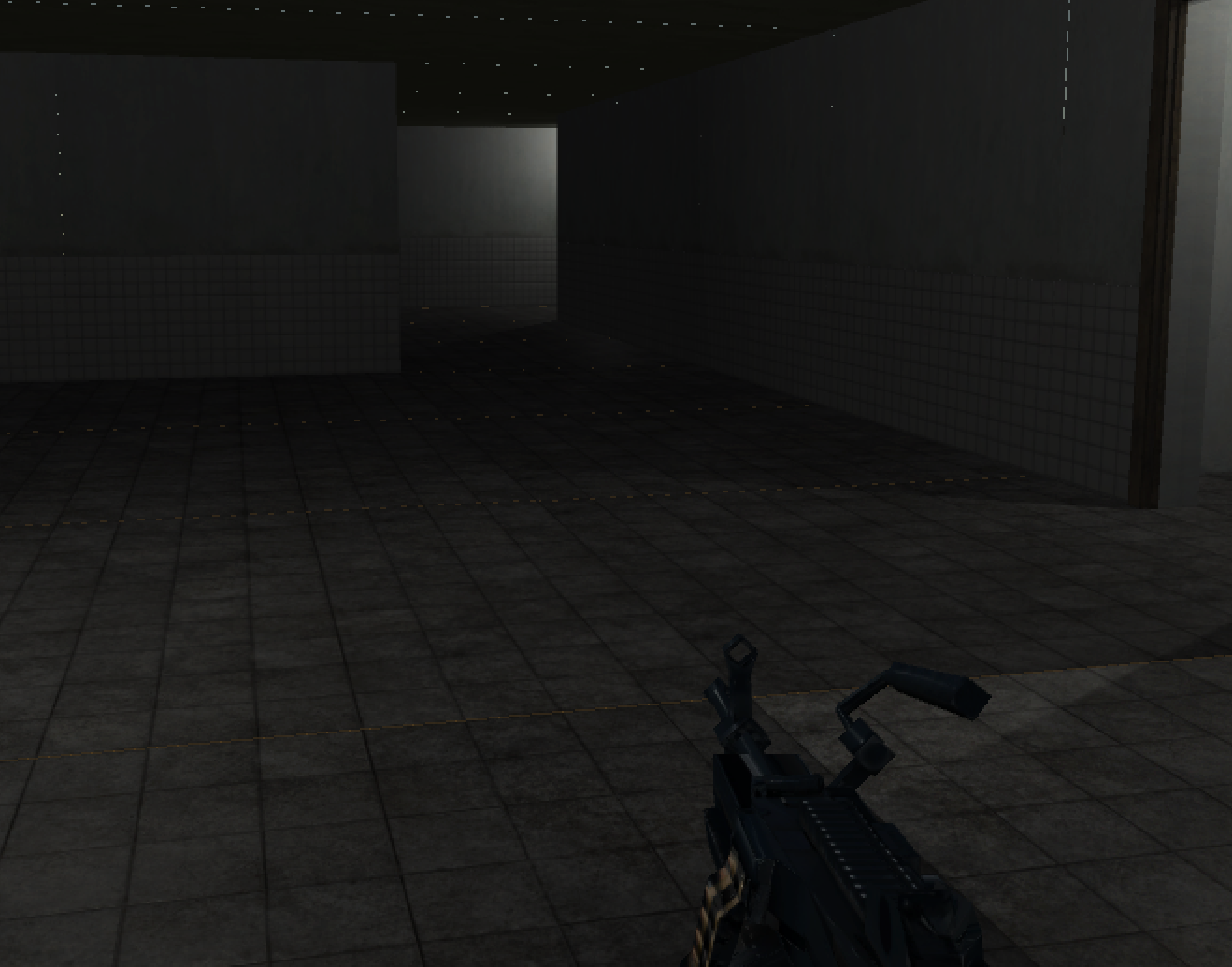
# 10 Game Play

## 10.1 Game Controls

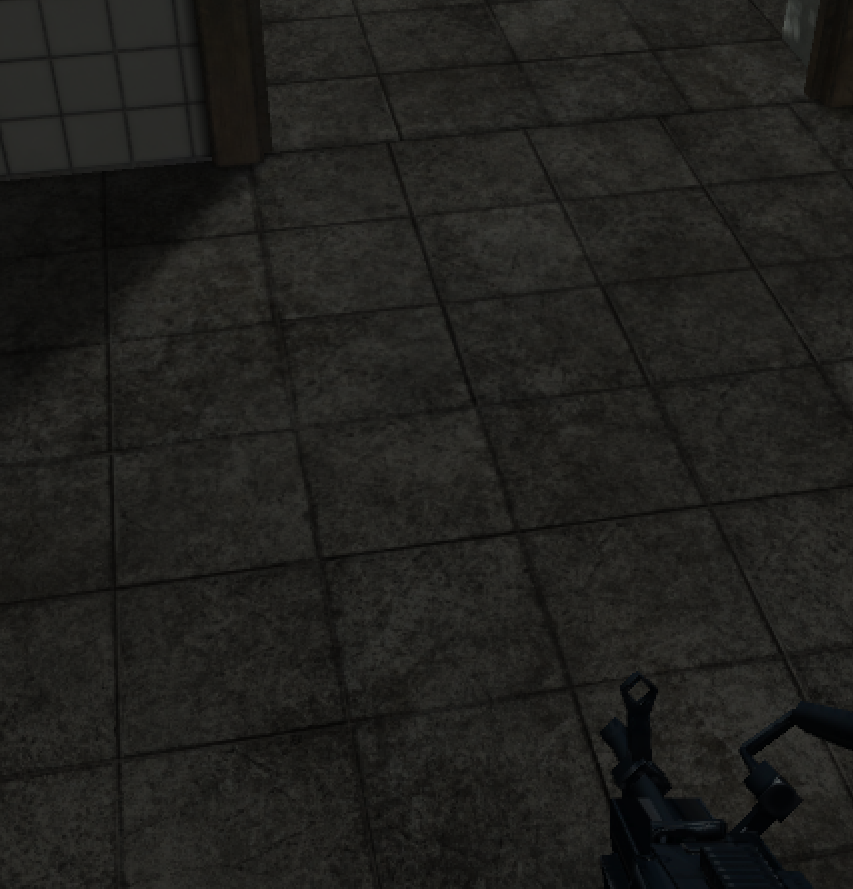
|  |  |
| --- | --- |
| ***W*** | ***Move forward*** |
| ***S*** | ***Move back*** |
| ***A*** | ***Move left*** |
| ***D*** | ***Move right*** |
| ***B*** | ***Badge system*** |
| ***Tab*** | ***Quest system*** |
| ***Mouse (Left)*** | ***Fire*** |
| ***Mouse moves left or right*** | ***Rotate*** |
| ***Q*** | ***Use health potion*** |
| ***E*** | ***Use speed potion*** |

## 10.2 Game Camera

***When the game starts, the camera will focus on muzzle. The player can use the mouse to rotate the direction, but it still follows where you rotate and focus on the muzzle. The rotation of the camera is 360 degree.***







### 10.2.1 HUD





***Score:***

***Record How many points the player gets by killing zombie.***

***Ammo:***

***Display How many ammo lefts***

***Hp:***

***Display Player’s HP***

***Blue bar:***

***Display the time of speed up***

***Mission:***

***Display what the play can do to get the rewards***

### 10.2.2 Maps

There are five rooms and many path to let the player walk through.



# 11 Players

## 11.1 Characters



***In this game, we have special characters which is a gun and a hidden character. The hidden character uses the gun to kill the zombie.***

## 11.2 Metrics

***Speed: 3 – 6***

***Max Health: 100***

***Attack damage: 10***

***Time to attack: 0***

***Ammo: 100 (reload after running out of)***

## 11.3 States

***Shooting:***

***The animation will be displayed when the player use fire button to attack the zombie.***

***Reload:***

***The reload animation will be displayed after the ammo run out of and cause the ammo to be reset to 100***

## 11.4 Weapons



|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Weapon*** | ***Description*** | ***EFFECT*** | ***COLLDOWN*** | ***RETICLE*** |
| ***MachineGun*** | ***Make the damage on zombie*** | ***Deal 10 damage*** | ***0*** | ***NO*** |

# 12 Player Line-up



# 13 NPC

## 13.1 Enemies

***The zombie spawn from 3 different points located in the closed environment. They will look for the player. When they get close to the player, they will attack the player. When their hp become 0, they will fall to the floor. The zombie’s attacking damage will be increase after the player get every 1000 points.***

***Zombie***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Speed*** | ***Max HP*** | ***Score*** | ***Attack*** | ***Time to attack*** |
| ***0.5*** | ***100*** | ***100*** | ***10-∞*** | ***Each two Frames*** |

### 13.1.1 Enemy States

***Idle:***

***The Idle state is display when the zombie spawn and after the attack***

***Walk:***

***After the zombie spawn, the zombie will look for the player and the walk animation will be displayed***

***Attack:***

***The attack animation will be displayed after the zombie get close enough to the player***

***Death:***

***The death animation will be displayed after the zombie sustains too much damage***

### 13.1.2 Enemy Spawn Points





***Each zombie will be spawned in the spawn point in every 8-10 sec.***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Enemy*** | ***SpawnPoint*** | ***SpawnRate*** | ***Max Enemies*** |
| ***Zombie*** | ***RedPoint (Above)*** | ***8 – 10sec*** | ***3 each spawn point*** |

## 13.2 Allies / Companions

***No Allies (Might be added in the future).***

### 13.2.1 Ally States

***No Allies (Might be added in the future).***

### 13.2.2 Ally Spawn Points

***No Allies (Might be added in the future).***

# 14 Art

## 14.1 Setting

***The game take place in the hospital where the player begins. The zombie will appear every 8 sec and they will look for the player. Many messy papers are on the ground. Some deserted beds are placed around the floor.***

## 14.2 Level Design





***The red point is the Zombie spawn point. The zombie will be spawned in every 8 – 10 sec and the max zombies for each spawn point is 3.***

***The purple point is the speed-up-potion spawn point. The max potion for each point is 1.***

***The blue point is the HP-potion spawn point. The max potion for each point is 1.***

## 14.3 Audio

|  |  |  |
| --- | --- | --- |
| NAME | CATEGORY | DESCRIPTION |
| Dungeon Character | Background music | Play during the game |
| fire | FX | Gun shooting |
| reload | FX | Gun reload |
| Coin\_01 | FX | Get item |
| Zombie\_Attack\_Bite\_001 | FX | Zombie attacked |
| Footsteps\_Zombie\_concret\_003 | FX | Zombie walked |
| Foley\_BodyFall\_001 | FX | Zombie Died |
| Blood\_Splash\_A\_001 | FX | Zombie On damage |

# 15 Procedurally Generated Content

## 15.1 Environment

***No PGC for environment. The whole environment was placed before the game starts by the creator.***

## 15.2 Levels

***No PGC for levels. There is only one levels and completed by the creator.***

## 15.3 Artificial Intelligence NPC

***The zombie uses the AI navigation to calculate the location of player and looks for the player.***

## 15.4 Visual Arts

***No PGC for visual arts. All visual arts are created before game starts.***

## 15.5 Audio

***No PGC for audio. The Audio was placed by the creator in the programming step.***

## 15.6 Minimum Viable Product (MPV)

***MachineGun (Character)***

***Built for the PC***

***Zombie (Enemy)***

# 16 Wish List

***Add more Zombie:***

***In the future, add more different enemy and boss.***

***Add more weapon:***

***Add more different gun or knife for changing by player***

***Add more Level:***

***Add more different difficulty level and boss level.***

***Optimize the Quest:***

***Add the random quest and more quest for reward.***