

# Killer Zombie Candys (KZC)

Game Design Document

Version 1.0

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# 1. Killer Zombie Candies (KZC)

## 2. General Game Premise

### a. Mission Statement

The goal of Killer Zombie Candies is to create a flow inducing game where progressively difficult waves of Zombie Candy combine with gameplay objectives to keep the player engaged, regardless of skill level. The player controls 'The Employee' who is trapped inside 'Candy Land' a candy factory whose exotic candy experimentation has gone horribly wrong. Will 'The Employee' escape? Or will they fall to the horde of zombie candy?

### b. Genre

Killer Zombie Candies is a 3D first-person shooter game.

### c. Target Audience

The target audience for KZC is high school students and above (13+).

## 3. Gameplay

### a. Mechanics

KZC has four main mechanics the player will use to survive.

Shooting:

The Employee carries one weapon they can use to fire upon the candy hordes. They periodically reload the weapon and can run out of ammo. The Employee will encounter new weapons as they explore the Candy Land facility. The equipped weapon and remaining ammo are shown to the player by the HUD.

Movement:

The Employee can run in any direction to evade the candy zombies. The Candy Zombies will never exceed The Employee's running speed. The Employee can also sprint in one direction for a short duration at a speed faster than the zombie candies. Remaining sprint duration

and regeneration are not shown to the player by the HUD. The Employee can jump to overcome slight height obstacles. Jumping maintains the Employees' current speed.

Melee:

The Employee has a persistent melee weapon they can switch to, the candy cane, which deals limited damage. If the player runs out of ammo, they will fall back to the cane as their means of defense.

Grenade:

The Employee can carry a maximum of four Candy Land™ Explosive soda bottles that can be thrown at the candies for area of affect damage.

## b. What Can The Player Do?

- i. Kill zombies with their weapon, candy cane and grenades. An animation is played when reloading their weapon.
- ii. Use points gained from killing zombies to open doors to other rooms in the Candy Land facility.
- iii. Use points to purchase new weapons.
- iv. Use points to purchase power ups from Lollipop machines (Move faster, reload faster, more health, extra life...) A short animation is played when buying a lollipop.
- v. Complete objectives in the level to progress towards escaping Candy Land. (Small puzzles tbd.)
- vi. Activate the power of the facility, turning on lollipop power up machines.

## c. How Does The Game Play?

As a first-person shooter you experience the game from The Employee's perspective, you aim your weapon using a crosshair on the HUD, defeating candy zombies grants you points which allows you to buy better weapons, power ups and unlock more playable

area. The Candy Zombies come in waves, each wave becoming more difficult by increasing the speed, health and number of candy zombies. The player can discover objectives to complete by paying attention to the level environment, upon completing all the objectives the player can escape Candy Land, winning the game. Taking too much damage at once from the Candy Zombies will cause a game over. After a game over the game resets back to round 1, allowing the player to try again. Power up dispensing machines become available to the player after turning on the facility power. The Employee can be hit twice by the candy zombies before the game is over. Health regenerates over time.

#### d. What Should The Player Do?

The player can either try to complete all the objectives in the level and escape or continue to fight the endless waves of Zombie Candies to see how high of a round they can reach before getting a game over.

#### e. How Does The Game World Respond To The Player?

The game world features hostile AI controlled Candy Zombies which move towards the player and attack once in range. The Candy Zombies are **spawned in waves after each wave is defeated**, the **difficulty of the next wave is increased** by increasing the health, speed and number of Candy Zombies. The player can activate the facility power, **a one-time event** which activates machines that give the player power ups for a price. Better weapons can be purchased. They exist on walls and are purchased using an interaction button. **New areas of the map can be accessed by purchasing doors.** As the zombie candies chase the player an emergent gameplay mechanic emerges, 'training' is where all the zombies are following behind the player like a train. A player's ability to form and manage a train will be key to their survival.

## f. Outline Of Progression

A typical playthrough would involve saving up points from the first few rounds to purchase a better weapon or purchase doors to unlock new areas. Unlocking new areas grants access to better weapons to purchase and more space to run from the candies. Eventually the player would open the room that contains the power switch, powering up the lollipop machines. These lollipop machines dispense purchasable power ups to the player, further increasing their survivability. Keen eyed players will notice objectives in the level they can complete. Upon completing all the objectives in the level, an exit will unlock, allowing them to escape Candy Land, beating the game.

## 4. Interactive Elements

### a. Enemies

KZC only has one type of enemy, the zombie candy. The zombie candy constantly moves towards the player and attacks when it gets close enough. There will be a delay between subsequent attacks to give the player a chance to run away. The AI behavior of each candy is the same, but some visual variety can be added by randomly choosing each candy's 3D model from a selection. Explosive damage **can** injure the candy and cause it to move at a reduced speed. A candy zombie may occasionally drop an ammo power up that restores the player's ammo.

### b. Items

- i. Single shot break action shotgun. The starting weapon. Fires one shot and then reloads.
- ii. Double barrel shotgun. Can be bought in the second room. Fires twice before reloading. More ammo can be purchased from the weapon's level location.
- iii. Tube fed shotgun. It can be fired several times before reloading each shell individually. It can be found in the third

room. More ammo can be purchased from the weapon's level location.

- iv. Magazine fed shotgun. It can be fired several times before reloading every round at once. It can be found in the final room. More ammo can be purchased from the weapon's level location.

**V.** Red lollipop. Grants The Employee double health.

**vi.** Green lollipop. Allows The Employee to reload twice as fast.

**vii.** Orange lollipop. Grants The Employee an extra life. It gets exponentially more expensive to purchase after each purchase.

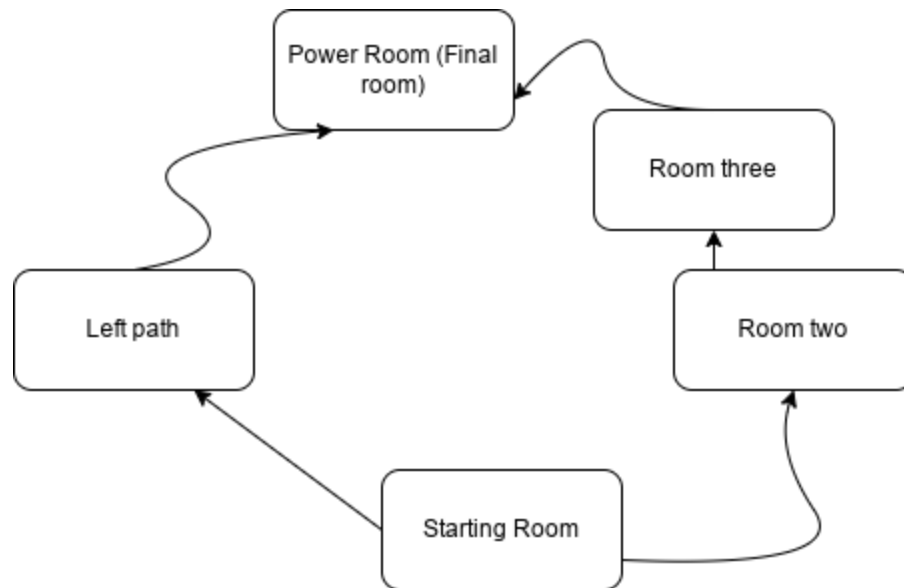
**viii.** Blue lollipop. Allows the Employee to spring for longer and recharge their spring faster.

**ix.** Pink lollipop. Causes the Employee's weapon to deal more damage.

**X.** Candy Land explosive soda bottle. Can be thrown at the candies to deal explosive damage. Can carry a maximum of four bottles at once. More bottles can be purchased in the starting room. Explosive damage has a chance of permanently slowing a candy that is damaged.

### **c. Level**

KZC has a single level that is replayed repeatedly. A top-down level layout diagram is provided:



Completable objectives will be indicated to the player by the environment, for example a switch that needs to be activated may emit sparks.

## 5. Control Scheme

On keyboard controller scheme, the AWS D keys are used to move left, forward, back and right respectively. The left shift key is used to sprint. The space bar is pressed to jump. The 1,2 and 3 keys are used to select the player's weapon, soda bottles and candy cane respectively. The 'e' key is used to interact with the level, such as spending points. The mouse is used to look around, mouse button one is used to attack. The escape key is pressed to pause the game.

## 6. Art Direction

### a. Mood

KZC will have a positive mood. The player should enjoy moving around the level and interacting with the game. They should not feel scared.

### b. Atmosphere

The level atmosphere should be surreal, with a candy themed environment, chocolate streams, gingerbread houses, cotton candy trees. The backdrop of the environment should be industrial as

Candy Land is a factory. See Adventure Time Candy Kingdom for reference:



### c. Tone

KZC has a lighthearted tone, with muted violence. There will be no gore, blood or dismemberment. Candy zombie hit feedback will be limited to force impulses on their models. The player's focus will shift away from the visual style as the challenge of each wave increases.

## 7. User Interface

The user interface will consist of:

A crosshair in the screen center for aiming, the current ammo, loaded + reserve, the current round number, remaining points. Remaining health will



be indicated by tinting the edge of the screen red when the player is one hit away from dying. The user interface will also show any lollipops the player has activated.

## 8. Schedule

- a. Block out level
- b. Create player character
- c. Create zombie candy entity
- d. Create game items
- e. Create gameplay systems: doors, attacking, power switch, power ups, round system, game over, objectives, level exit.