

1. Game Overview and Vision (Assigned to: Sage)

First-person survival horror shooter set seven years after a catastrophic viral outbreak has devastated humanity. Player's step into the role of Alex Mercer, a lone survivor and former soldier navigating the ruins of a once-thriving East Coast metropolis now overrun by infected creatures and hostile human factions. The world is decayed, unpredictable, and shaped by dynamic events influenced by the player's actions, noise levels, and time of day.

1.1. Game Title

Salvation

1.2. Logline

In a world collapsing under waves of the infected, a determined survivor battles through chaos to uncover the truth behind "Salvation," a rumored final refuge for humanity.

1.3. Genre

Primary: First-Person Shooter (FPS)

Secondary: Survival Horror, Action-Adventure

1.4. Target Audience

Players aged 17+ who enjoy intense FPS combat, atmospheric horror.

1.5. Platform(s)

PC

1.6. Unique Selling Points (USPs)

- Fun shooting mechanics.
- Enemy variety.

2. Story and World (Assigned to: Jaylen)

2.1. Premise/Setting

Set after the zombie apocalypse has turned a city into a barren wasteland

2.2. Main Conflict

Survive relentless infected swarms while uncovering the truth behind the mysterious sanctuary "Salvation."

2.3. Protagonist/Player Character

Alex Mercer (customizable), a former National Guard soldier searching for redemption and a true safe haven.

2.4. Lore and Factions

Zombies:

- Ravagers: fast aggressive infected.
- Stalkers: ambush predators hiding in darkness.
- The Hollow: silent, unpredictable infected.

Factions:

- The Marauders (Hostile)
- The Collective (Neutral/Helpful)
- The Shepherds (Hostile, cult-like)

3. Gameplay and Mechanics (Assigned to: Edwin)

3.1. Core Gameplay Loop

Scavenge → Fight → Fortify → Explore → Survive → Repeat

3.2. Combat Mechanics

- Standard FPS controls.
- Health/Stamina: stamina affects melee, sprinting, dodging.
- Damage Model: headshots, limb damage, penetration.

3.3. Survival Mechanics

- Needs: Hunger/Thirst meters.
- Inventory with weight/encumbrance.
- Crafting ammo, supplies, traps, gear.

3.4. Zombie AI and Types

- Standard Zombie
- Special Infected: Tank, Screamer, Leaper

4. Technical and System Design (Assigned to: Ka'Saun)

4.1. Technology/Engine

Unreal Engine 5

C++ + Blueprints

Git version control

4.2. Input Devices

Keyboard/Mouse, Xbox/PlayStation controllers

4.3. Multiplayer/Network Architecture

1–4 player co-op

Dedicated Servers

Client-Side Prediction

4.4. Save/Load System

Autosave at key events

Manual saves at base

Cloud support

4.5. Quality Assurance

Weekly playtests

Jira bug tracking

Alpha/Beta phases

Stability and performance gates

5. Assets, Audio, and UI (Assigned to: Sage & Jaylen)

5.1. Art Direction

Realistic, gritty, desolate aesthetic with muted palette and decay.

5.2. User Interface

Minimal diegetic HUD, grid inventory, clean menu navigation.

5.3. Sound Design and Music

Spatial zombie audio, ambient exploration tracks, intense combat music.

6. Level Design and Progression (Assigned to: Edwin & Ka'Saun)

6.1. Level Structure

Hub Base

Scavenging Zones: Hospital, Port, Residential Block

Semi-open world design

6.2. Progression System

Skill Trees: Combat, Survival, Crafting

Base Upgrades: turrets, med bay, armory, communications

Endgame: Survival mode, raids, boss hunts