# Game Overview

**Title:** “Survivor Horde”

**Genre:** 2D Platform-Shooter

**Platforms:** PC, Web

**Target Audience:** Retro gamers, Platform Gamers, Zombies fans

# Concept & Story

## Concept

Platforming game where the player has to clear a level of zombies and create paths for groups of survivors to escape.

## Story

Following a zombie outbreak, survivors have banded together to try to survive, just one slight problem… They are incredibly dumb!

These survivors don't have weapons or know how to traverse the environments, so one brave member decides to go out and clear the way.

Throughout the player’s travels, stranded survivors can be rescued and join the group, these survivors act as extra lives, if the player is eaten, falls to their demise or even has a heartache, a new survivor steps up to lead the herd.

Alongside keeping themselves alive, the player also has to protect the group from the undead, at first it will be returning and fighting zombies but overtime as the player gets moved weapons and coins, the group will start gaining weapons and start to protect each other while you clear a path.

## Inspirations

#### Asset pack

The game being a 2D platformer-shooter is inspired by the asset pack provided by the game jam hosts. The assets provided include zombies, characters with guns and environments ideally used for platformers.

#### Zombie Tsunami

The idea for growing your own horde is inspired by the mobile game “Zombie Tsunami”, an endless runner where the player creates more zombies to join their “tsunami”/horde and the game ends when the player has no zombies left.

Survivor Horde takes this idea of using the horde as health and adds it to the platformer gameplay but instead of zombies, the player plays as survivors.

#### State of Decay

Reinforcing the idea of using survivors as health is “State of Decay”. In these games, the player can play as a character with their own personalised stats that determine health, strength and stamina. The player finds other survivors to join up with and can swap between these characters. The game has a character permadeath, so if the player is unfortunate and loses all the characters, the world ends and the player creates a new world and start from scratch.

Survivor Horde simplifies this idea by only focusing on when you die you become a different character from the group at random and the level ending when there are no survivors left.

#### Lemmings

The concept of guiding a group of survivors who are unable to fend for themselves is reminiscent of "Lemmings," where you guide a group of lemmings to the exit while overcoming obstacles. In Lemmings, the player is an outside force that assigns roles to the group and dictate what the other characters are to do, with Survivors Horde, the player is an active character that goes searching for survivors that returns to the group checkpoint waiting for the player to create a path before attempting to get to the exit.

# Gameplay Mechanics

## Core Gameplay Loop

The player controls a survivor that has to run, jump and shoot zombies to find other survivors to herd and then clear a path to the safehouse to save as many people as possible.

## Controls

Game can be played with Keyboard & mouse or a controller (mapping based off Xbox controller).

* Movement (left and right): Arrow keys or A and D for keyboard, Left joystick or D-pad for controller
* Jump: Spacebar, Up arrow Key or S key on keyboard, A button on controller
* Shoot: LeftMouseButton on mouse, Right Trigger on controller
* Interact: E on keyboard, X on controller

## Objectives and Goals

* **Primary Objective:** Find survivors and find a way to get the survivors to safety
* **Secondary Objective:** Kill as many zombies as possible and collect coins from them

## Core Mechanics

#### Movement

The player can move left and right and jump to avoid obstacles.

#### Collisions and interactions

* When the player (or another survivor) collides with an enabled enemy hit box, the player takes damage and can die.
* When a bullet collides with a zombie, the zombie takes damage and can die.
* Character (survivors and zombies) colliders set to not collide with each other. Only exception being the zombie attack hit box.
* Moving into a drop’s trigger collider will automatically pick them up.
* Using the interact button when the player is facing a survivor will interact with the NPC and have them start walking to survivor group.

## Pickups

#### Guns

Picking up guns will automatically equip them, replacing what the player was previously holding. Guns include:

* Police Pistol
* Glock
* Revolver
* Sawed off
* Pump action
* Assault shotgun
* Uzi
* AK-47
* M60

If there is time to implement ammo, picking up the same gun again will increase ammo.

Weapons are dropped by zombies and downed players, with the police pistol also set on a timed spawner at the start of the level.

#### Coins

Coins are used as extra points in game and to buy weapons between levels. Coins are dropped by downed Zombies.

#### Ammo

Ammo is used to allow the player to shoot zombies. Bullets can be dropped by downed zombies or are placed throughout the level.

## Obstacles & Challenges

## Scoring & Rewards

## Health & Lives

## Difficulty & Progression

# Levels & Environments

# Characters & Objects

# Art Assets

# Sound Assets

# User Interface

# Technical Details

# Development Timeline

# Testing & Feedback

# Known Limitations

# Game Jam Details