# 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 extra health is “State of Decay”. In these games, player can play as a character with their own personalised stats tha determine health, strength and stamina, the pl

# Gameplay Mechanics

# Levels & Environments

# Characters & Objects

# Art Assets

# Sound Assets

# User Interface

# Technical Details

# Development Timeline

# Testing & Feedback

# Known Limitations

# Game Jam Details