Game Design Document

## Section 1 - Game Overview

**1.1 Game Title:**

Mortal vs. Zombies

**1.2 Game Genre:**

Action/Adventure

**1.3 Game Perspective:**

First person

**1.4 Game Mode(s):**

•Single player

**1.5 Target Audience:**

•Age 16-30

•Fans of survival horror games/ zombie

**1.6 Core Idea:**

Lebanese American University (LAU) staff and students have turned into zombies. These zombies eat live humans. The character is a live student of LAU, and needs to navigate through the park, to defend them self, with a weapon, in the hope of getting out of the park alive.

**1.7 Goal:**

To get out the of the park alive

**1.8 Topic of game:**

Survival/Horror in Hamra park

## Section 2 – Game Background & Game Flow

**2.1 Background story:**

The LAU held an event at Hamra park, and they have sold lemonade. This lemonade is turning anyone that drinks it into zombies. These zombies only know survival and that is to drink lemonade, which is any live humans. If a zombie bites a human then this human turns into a zombie too. Due to this zombie infestation, the park is on lock down to stop the zombies getting out.

**2.2 Characters Starting Story:**

The character (a student) just arrived to the park. The student is not aware of what has happened. The student has been locked inside the park and cannot leave unless he kills the zombies.

## Section 3 – Game Play

**3.1 Objective(s):**

* Navigate through the park
* Defend yourself against zombies
* Get health to keep alive

**3.2 Game Logic:**

* Zombie characters are not agile
* Zombies cannot think – all they know is to attack the human.

**3.3 Mechanics:**

**3.3.1 Rules:**

* If the characters health reaches zero then that character dies and that level

needs to be repeated

* Characters cannot run through walls or doors that are closed
* The players view is mainly front view.

**3.3.2 In-game Help and Info:**

* When the game starts up the player is prompted to do the following actions (to

help understand how to play the game):

o Move around

o Look around

**3.3.3 Statistics:**

* Health bar
* Number of kills

Section 4 – Game Elements

**4.1 Environment:**

• The location of the game is the Hamra park.

• Closed world

**4.2 Characters:  
 4.2.1 Players Character:**

* The student

**4.2.2 Non-player characters:**

•Zombies

Section 5 – Game Play I/O Controls & GUI Interfaces

**5.1 Game Play I/O Controls:**

•Keyboard

•Mouse  
•To move around the environment:

o Arrow keys

o W, A, S and D keys

•Special keys:

o Space = jump  
o Right click on mouse = aim

o Left click on mouse = shoot

Section 6 – Visual & Audio Features

**6.1 Audio Features:**

• Footsteps – different footsteps on different floors

• Zombie noises (closer to a zombie the louder the noise)

* Gun Reload

Section 7 – System Parameters & Requirements

**7.1 System requirements:**

• Keyboard

• Mouse

• Speakers (optional)