Rapid Prototype

Define the Game:

- Our game will be a survival-based wave game where the more enemies you kill, the better weapons you get from the shop.

Objective:

- Our game objective is to revolve around killing enemies, but you can also get better weapons from them (i.e. the shop).

Outline:

- The larger vision of our game is to add a reward-like system, making the player not only powerful, but also facing increasing challenges based on their items.

Documentation:

What are we making: A survival game with a shop feature

What question are we trying to answer: How do we include a unique feature while also retaining the user's attention and enjoyment

(IN WHAT WAY…..)

<mark>(2 much)</mark>

What kind of experience do we envision:

We envision our user's to have a fun memorable moment with their little pixel character that they represent and try to survive. We also envision that the players will have more hacking and slashing with the greater the weapon they obtain.

GDD

VISION: Survival Based Game

GOALS: To add a innovation mechanic while also increasing the enjoyment of the user.

Mechanics:

- Shop UI   (1)
- Killing enemies for coins
- Surviving
- Upgrading or getting better weapons

Word: Open World Grass Lands

Characters: Boy

Story: Zombie Invasion

Interface: PC

Audio: In Game