# Lab 1: Game Design Lab Manual

**Group Project — Design Your Own Game**

**Game Title: Dead's Island**

# 1. Game Vision

**Core Fantasy:** I want the player to survive on a dangerous island full of deadly creatures and find a way back home.

**Concept Pitch:** Dead's Island is a survival-adventure game set on a mysterious and isolated island. The player is a plane crash survivor stranded in a land filled with strange creatures and deadly monsters. The main focus of the game is survival, exploration, and crafting. The player must collect resources, build shelter, fight creatures, and eventually find a way to escape the island. The target audience is teenagers and young adults who enjoy survival and action games.

# 2. Players

This is a single-player game. The player controls one survivor character stranded on the island.

| Element | Description |
|---|---|
| No. of Players | 1 |
| Player Type | Single Player (Survivor) |
| Abilities | Run, Jump, Attack, Collect Items, Craft Tools, Build Shelter |

# 3. Player Modes

• Exploration Mode – Exploring the island and searching for resources

• Combat Mode – Fighting creatures and monsters

• Crafting Mode – Creating tools and weapons

• Building Mode – Constructing shelter

• Survival Mode – Managing health, hunger, and stamina

# 4. Goals (Objectives)

**Primary Objectives:** Survive on the island, Repair a boat or send a rescue signal, Defeat the final boss creature.

**Secondary Objectives:** Explore hidden caves, Collect rare materials, Craft advanced weapons.

**Objective Categories:** Escape, Destroy, Exploration, Survival.

# 5. Actions (Player Verbs)

| Action | Input | Purpose |
|--------|-------|---------|
| Move | WASD | Character movement |
| Jump | Space | Avoid obstacles |
| Attack | Left Click | Damage enemies |
| Collect | E | Pick up resources |
| Craft | C | Create tools and weapons |
| Build | B | Construct shelter |

# 6. Interactions & Mechanics

• If the player is hit by a monster → Health decreases.

• If the player eats food → Hunger increases.

• If the player collects wood and stone → Tools and weapons can be crafted.

The game mechanics are based on a survival system where health, hunger, and stamina must be managed carefully.

# 7. Game State

**Player States:** Health, Hunger, Stamina, Inventory, Position.

**World States:** Day/Night cycle, Weather system (rain, storm), Monster spawn rate, Resource availability.

# 8. Challenges

**Obstacles:** Dense jungle, Mountains, Rivers, Dark caves.

**Opponents:** Wild creatures, Mutated monsters, Final boss creature.

**Dilemmas:** Build shelter or explore? Save food or travel? Travel at night or wait for daytime?

# 9. Resources & Economy

| Resource | How Gained | How Lost | Purpose |
| --- | --- | --- | --- |
| Health | Medicine, Rest | Monster attacks | Survival |
| Hunger | Eating food | Time passing | Maintain health |
| Wood | Cutting trees | Building/Crafting | Shelter & tools |
| Stone | Mining rocks | Crafting | Weapons |
| Stamina | Rest | Running/Fighting | Limits actions |

# 10. Putting It All Together

Dead's Island is a survival-focused game where the player must manage limited resources while exploring a dangerous island. The combination of combat, crafting, and survival mechanics creates a challenging experience. The day-night cycle and monster threats increase difficulty. The ultimate goal is to survive and escape safely.