Game Design Document

Heroes Justices

1.Game Overview

Title: Soulstorm Survivors

Genre: 2D Top-Down Auto-Battler (Survivors-like) Platform: PC

Graphics: Pixel Art / 2D Sprite-based

Summary: Players control a lone hero who must survive endless waves of enemies. Combat is automatic, and players collect experience points to level up and unlock new abilities.

2.Core Gameplay

-Auto-attacking combat system

-Player movement via keyboard

-Enemies spawn in waves and increase in difficulty over time

-Player levels up by collecting XP

-At each level up, choose from 3 random upgrades

-Power-ups (health, damage boost, speed boost) spawn on the map

-Final boss appears after a set time

3.Controls

-Movement: WASD or Arrow Keys

-Menu Selection: Mouse or Spacebar

-Pause: ESC

4.Character & Progression

-Players gain XP and level up

-Choose from offensive and passive abilities

-Max 6 active and 6 passive upgrades

5.Enemies

-Zombie: Slow melee unit

-Skeleton Archer: Ranged attacker

-Insects- Faster melee units

-Boss- Large enemy with more damage

6.Art Style & Assets

-Pixel Art Style

-Player, 3+ enemy types, power-ups, UI components, backgrounds

-Simple animations

7.Level Design

-Endless looping arena

-Enemies spawn from edges

-Map features decorative props (trees, rocks, graves)

8.UI Design

-Health bar, XP bar, timer

-Level-up choice menu

-Main menu: Play, Quit, Settings

-Pause and Game Over screens

9.Sound & Music

-Retro 8-bit inspired background music