

Game Design Document

Heroes Justices

1.Game Overview

Title: Soulstorm Survivors

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

Graphics: 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

Bang Studios
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