

Macro Game Design Document

Restrictions: no shooting - no weapons, players or other objects in the game that shoot.

TrainVasion

This document was inspired by [Game Jam Macro Design Document](#)

https://github.com/Nathanv2/Mult154_Trainvasion.git

Game Description

Single Player, turn based train-based game, where the player controls a train. The goal is to get to the final stop with as many people that he can rescue as having more people will open routes and opportunities. There are different stops where turn based battles or event occur but there's a power limit to get to the end.

Randomized Elements

Genre

Turn-Based Strategy

2D or 3D

3D

Location

Tappan street train Station

Target Audience

Fans of turn based combat strategy games.

M for matures.

Goals

The goal of the game is to get to the End station with as many survivors as possible.

Gameplay

Navigating desolate train yard looking for survivors during an Invasion.

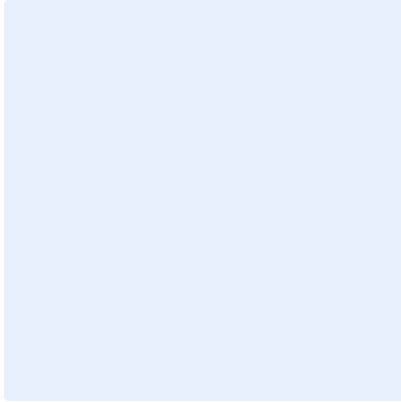
Music

Overworld: Ominous Atmospheric Music

Combat: Intense Lively Music

Art

Low poly graphics.





I didn't just go 'away' in my mind, Dr. Morgan!
I was in an actual place! A small town . . . with
children . . . they were real!! They -