**Horde GDD**

# **Overview**

Horde is a wacky isometric strategy game for phones where player have complete control over a Horde of zombies attempting to obliterate humanity.

The player must ensure their zombies aren’t distracted by gunfire and explosions whilst trying to infect humans and transform them into the living dead.

Horde allows the player to control strange and amusing Abnormals, zombies such as the Little Girl and Ice-cream Truck Driver. These zombies have unique abilities to help the player complete the levels and control their Horde in unique ways.

With a simple and colorful art style with comical gore the game ignores everything serious about zombies. Instead the player is given the joy of overwhelming heavily guarded safe zones with swarms of moaning, green, undead minions and watch as they infect every human that doesn’t run screaming into the distance.

**Core Gameplay Mechanics Brief**

* **Controlling the Horde:** Tapping a location on the map sets it as the destination for your Horde. All zombies that are a part of your Horde move to this destination. Zombies that are closer to the point will accelerate to their maximum walking speed faster. For the most control over your Horde the player must set the point closer to their Horde, however they can set it somewhere across the map if they desire.
* **Attacking:** Tapping on a human will send one zombie to chase it. Tapping multiple times will increase the number of zombies chasing the target. Zombies will give up chasing a target after a time. Zombies have a small “sight range”. If a human enters the zombies sight range they will automatically chase them for a short time. Zombies will automatically attack humans when they are close enough.
* **Infecting:** Upon taking damage from a zombie, humans become infected. If a human dies while infected, or is infected for a certain duration they will turn into a zombie.
* **Devouring:** Once a human has died there will be short duration before they return as a zombie. During this time the player can tap on their corpse to tell nearby injured zombies to devour the corpse. Zombies that devour will return to full health. Corpses have a limited number of times it can be devoured. If all devours are used the human will not return as a zombie.
* **Abnormals**: Abnormals are unique powerful zombies that can be unlocked by infecting boss humans. Before starting a level, the player can choose which abnormal to bring on the mission. Each abnormal has a special ability that can be activated via a button.

**Core Gameplay Features Brief**

**Levels**

* Quarantine Zones: Quarantine Zones are a map made up of territories. One territory is available for attack at the start. Players must complete all the territories to unlock additional quarantine zones.
* Territories: Each territory is a playable level. After completing the first territory the player can choose to start any adjacent territories. Territories have different objectives but revolve around building up your Horde and then attacking a safe zone.
* Safe Zones: Levels contain safe zones that must be captured to complete the level. These are heavily guarded locations ranging from road blocks to fortified bases. You must have a strong horde before overwhelming these locations.

**Central Hub**

* Science Facility: The main base and menu is set in a Science Facility the player takes over in the tutorial level. It is made of the Laboratory, the Control Room and the Zombie Bar, all 3D modelled. Transitioning through the menu will cause the camera to fly to the selected room and bring up an overlay for menu input.
* Control Room: The control room is where the player selects levels to play. There will be a supercomputer in the center of the screen. Clicking this will bring up a map which shows the current quarantine zone and territories.
* Laboratory: Here the player can research upgrades for their Horde. The player starts with some Zombie Scientists and gains more if they find scientists in levels. Zombie Scientists slowly generate Ideas in real time. These can be spent on upgrades.
* Zombie Bar: The Zombie Bar slowly fills with zombies in real-time, based on the number of territories you control. The zombies in the Zombie Bar are taken into levels.

**Additional Features**

* Convoys: As the game progresses convoys will travel between safe zones. Convoys will transport either survivors or supplies. Players can attack the convoy to cut off reinforcements, destroy supplies and sneak into safe zones.
* Reclaiming Territories – If the player is absent from the game for a period of time humans will attempt to reclaim captured territories. Players receive a notification warning them to return and fight them off.