# Survive The Night

Game Design Document

Nova Winston

**Overview**

“Survive The Night” will be a text-based, choose-your-own-adventure game using simpleGE (and pygame if necessary).

**Game Premise**

The player is put in several scenarios during a zombie apocalypse outbreak. The player will start the game by choosing between “Play” or “Exit” on the title screen. Following this, the game almost has a visual novel kind of introduction before showing 2 options to move forward. In each scenario, each option will make the player progress through the game. If the player chooses a less-than-wise option, the game will end and result in a “Game Over” screen, prompting them to either start over or exit. If the player chooses the better option of the 2, the story will continue until they eventually get a “You Survived!” screen, prompting to either start over or exit as well.

**State Transition Diagram:**

A diagram of a game

AI-generated content may be incorrect.

The game is primarily a 3-4 state system. The initial screen would be the intro screen presenting the “play” and “exit” buttons. Once the player selects the “play”, a text box appears to instruct the player how to play. Following this, the game begins. If the payer selects “exit”, then the game quits immediately.

If the player chooses the correct options, then they will eventually get the “You Win!” screen. Alternatively, if the player chooses the wrong options, then they will see “Game Over!” screen. From either of these screens, if the player chooses “Start over” they will be sent back to the intro screen, if they choose “quit” then the game will exit immediately as well.

**The Instructions Scene:**

Instructions will be as simple as possible.

A screen shot of a computer screen

AI-generated content may be incorrect.

A screenshot of a screen shot

AI-generated content may be incorrect.

The scene’s main visual elements:

* Instructions – stock simpleGE multiLabel with instructions/gameplay explanation
* btnPlay – a button indicating “Play”
* btnQuit – a button indicating “Quit”

**Initializer will set up sprite list:**

Init(menu):

Set image to apocalypse.jpg

Set response to “play”

Create instructions MultiLabel

Add textLines with instructions

Set instructions center

Set instructions size

Create btnPlay

Set text to “Play”

Set center

Create btnQuit

Set text to “Quit”

Set center

Add lblInstructions, btnPlay, and btnQuit to sprites

**Event handling will happen in scene’s process() method**

Process():

If quit is pressed:

Set response to “Quit”

Stop scene

If play is pressed:

Set the response to “Play”

Stop the scene

Notes:

* Main gameplay will keep same formatting, but each option will change as well as the text description in the main box

**The main() function:**

The main() function will handle transitions between intro and play states. It will mainly be a standard loop with 3 variables:

* Instructions – an instance of the instructions class
* Game – instance of game class
* keepGoing – Boolean sentry

main():

#start keepGoing to true

While keepGoing is true:

Create instructions instance to produce instructions

Start instructions

When instructions have been displayed and end,

If instructions.response is “Play.”

Create game instance to produce game

Start game (at “start”)

Else:

Make keepGoing False, prompting exit from game

**Notes:**  
{TBD}

**Milestone Plan:**

The first step is to get gameplay organized to function with each button sprite, then set up the prompting of the instructions, then the transition conditions between states.

1. Game scene with background image
2. Create buttons for gameplay progression (option buttons)
3. Instruction class and state transition

**Asset Plan:**

Text boxes: (main text box still looking for)

A black and grey font

AI-generated content may be incorrect.

<https://opengameart.org/content/horrific-button>

Zombie (Game Over) audio:

<https://opengameart.org/content/zombie-boss-sound>

Background:

(Making myself, still in progress)