# **Game Design Document: “ZombyDash”**

## **1. Game Overview**

### **Title:**

**ZombyDash**

### **Genre:**

Top-down Action / Survival

### **Platform:**

PC / Mobile

### **Art Style:**

Cartoony, colorful, exaggerated animations and characters  
 Think: bold outlines, expressive characters, and humorous zombie designs

### **Target Audience:**

Ages 10+  
 Casual players who enjoy light survival challenges and progression-based gameplay

## **2. Core Gameplay**

### **Objective:**

Escape from waves of cartoon-style zombies and reach the doctor to heal.  
 Accumulate **200 health points** to progress to the next level.

### **Game Loop:**

1. Player starts with low health (e.g., 50 HP).
2. Zombies chase the player continuously.
3. The player navigates the map to avoid zombies and reach healing stations (the Doctor).
4. Each visit to the Doctor increases HP.
5. On reaching **200 HP**, the player auto-advances to the next level.

## **3. Controls**

### **PC:**

* **WASD / Arrow Keys** – Move player
* **Secret Keys-** Figure them out throughout the game!

## **4. Characters**

### **Player:**

* Cartoony human character
* Starts with minimal health
* Fast, agile
* Limited stamina for dashing

### **Zombies:**

* Silly, exaggerated zombies with different looks
* Random speeds and movements
* Increase in numbers as the game progresses

### **Doctor:**

* Friendly NPC
* Heals the player on touch (gives +20 HP)

## **5. Health & Healing System**

* **Starting Health:** 100 HP
* **Max per Level:** 200 HP
* **Touching zombies:** -20 HP
* **Reaching the Doctor:** +20 HP
* **Reaching 200 HP:** triggers level-up

## **6. Level Design**

### **Layout:**

* Top-down semi-open maps
* Obstacles, walls, and environmental hazards
* Randomly spawning zombies
* Doctor appears at a safe spot each time after use

### **Progression:**

* Each new level introduces:  
  + More zombies
  + Faster zombies
  + Traps or distractions (e.g., fake doctors, banana peels)
  + Optional upgrades (speed boosts, decoys, etc.)

## **7. Art & Sound**

### **Art Style:**

* Bright, vibrant palette
* Exaggerated, bouncy animations
* Fun UI with comic-style HP bar and effects

### **Sound:**

* Funky, upbeat background music
* Comical zombie groans
* Game Over Sound
* Sound at triggering NEW level

## **8. Development Tools**

* **Game Engine:**Unreal Engine
* **Sound:** royalty-free music for BG

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## **9. Unique Selling Points (USP)**

* Casual, humorous take on zombie survival
* Health-based level progression system
* No combat – focus on dodging, escaping, and strategy
* Fun for all ages with charming visuals