**Game Project Planning**

Genres

* Strategy
* Platformer
* Action
* Brawler/beat ‘em up
* Tower Defence
* Dungeons
* Shooter (arena-based)
* Time-based progression
* Puzzle

Inspirations

* Learn to Fly
* Streets of Rage
* Duck Game
* Hex Empires
* Red Remove
* Thing Thing
* Earn to Die
* Boxhead
* Zombieville
* 60 seconds

Ideas

* Zombie(?) time-based progression – Player makes their way through horde to destroy tower on other side of level. Player upgrades after each death with coins collected each run. Power ups?
* Zombie/Post-apocalypse roguelike – Player makes their way from one outpost to another collecting gear on their way. Outposts act as landmarks that the player can return to if they please. Gear can be stored at outposts, but if the player dies they lose all the gear they collected in that run, the player must then play another survivor and kill their previous character to recover their gear. The end result is to leave the city.

Zombie/Post-apocalypse time-based progression/roguelike

* Player decides what gear to take out, if they die they lose the gear they have on them and can send another character out to recover their gear.
* Dark Souls death system. Repair items with scrap metal.
* Different survivors have different abilities. E.g. more health, longer gas mask, more carry weight. Choose an outpost at the beginning to determine abilities.
* Upgrade stats. E.g. Melee dmg, ranged dmg, health, etc.
* Characters can be named/customised.
* Can fit any item into any slot (cannot have 2 of the same item).

Rules

* Health: 100
* Carry Weight: 4
* Gas mask: 90
* Bullets: 0 (tutorial: 5-10)
* Equipment:
  + Mop
  + Basic Gas Mask

Level Design

* City:
  + Standard starting level/tutorial.
  + Standard gear.
  + Easy difficulty, standard enemies (animals, bandits).
* Sewer:
  + 2nd level.
  + Medium difficulty, mix of standard and tough enemies (animals/mutated, bandits/mutated).
  + More Uncommon gear.
  + Environmental hazards (e.g. toxic waste puddles (dmg over time), poison gas, etc.)
* Bomb Site:
  + 3rd level (last)
  + Hard difficulty, all tough enemies (mutated animals and bandits).
  + More Rare gear.
  + More environmental hazards.

Items:

* Melee:
  + Mop
  + Baseball bat
  + Axe
  + Sword
  + Chainsaw
* Ranged:
  + BB Gun
  + Pistol
  + Shotgun
  + Sniper
  + Machine Gun
* Armour:
  + Clothing (+0 armour, 0% speed decrease, **doesn’t take up slot**)
  + Leather (+50 armour (10% decrease in dmg), 5% speed decrease)
  + Metal (+100 armour (20% decrease in dmg), 10% speed decrease)
  + Kevlar (+150 armour (30% decrease in dmg), 15% speed decrease)
  + Riot (+200 armour (40% decrease in dmg), 20% speed decrease)
* Accessory:
  + Trainers (increase run speed)
  + First-aid kit (heal self, carry more bandages, etc.)
  + Bullets (used for range weapons)
  + Scope (increase range accuracy)
  + Gloves (increase melee speed)

Main Menu

* New Game
* Load Game
* Options
  + Mute/Unmute
  + Volume
* Exit