Project "Apocscape" 1.5-Page GDD

Runescape meets Fallout

Genre: 3rd person action RPG, single player, fixed-camera
Target Audience: 13+ (T for Teens) fans of old-school runescape and apocalyptic worlds such as Fallout.
Controls: Mouse and keyboard
Thematic Setting: Steampunk / Apocalyptic / Mutations
Tech Stack: Unity 2018.3, Audacity, Asset store for 3D and UI.
Platform(s): Steam.
MVP Game Moment: 2 minutes of simple linear level flow with basic combat against 3 or 4 enemy types.

Game Summary: A meteor loaded with valuable minerals strikes the earth, leaving civilization as we know it in shambles. The player hero somehow survives the impact and is left to fend for his/herself. The radiation from the impact and new material has… "changed" some animals and people.

Core Player Experience: Survivor

Central Story Theme: Mine the abundance of new materials to craft better and better weapons and items. Find a way to grow food.

Design Pillar: Gain experience in different skill areas to get better at that specific skill. Eg. Melee / Ranged / Defence / Magic / Mining / Crafting / Farming.

Remarkability: Addictive feeling; wanting to grind up skills to unlock new skills / items.

Anticipated Steam Early Access Launch date: Summer 2020

Feature Development Priorities:
- Real-time combat
- Wandering hostile enemies
- NPC / Discovering "readable" items to determine story
- Unlocking new areas of the map based on quests

Reference Games: Runescape, Fallout, Stardew Valley