Dawn

Game Design Document

Interactive Laboratories

Dawn

Change Log

Version	Author	Changes
0.0.0.0	Rico	First pass of GDD complete

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Preface

This document will describe and detail the design aspects of *Dawn*. Art will be described in terms of concept and artistic direction. Specifics about 3D models and textures are not detailed herein. Programming details other than a high-level overview of the technical requirements will not be detailed herein.

The primary goal of this document is to act as an evolving hub of information for the coherent vision of the game's direction.

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Overview

Game Concept

Dawn is a survival horror game with an emphasis on isolation and being completely helpless. The player must survive until dawn to be rescued from a city overrun with zombies.

Feature Set

Tagline	Keep going.
Genre	Survival Horror
Platforms	Linux | Pandora | Xbox | Windows
Target Audience	Anyone
Summary	A single-player game with the goal to survive in a zombie-infested city until dawn is reached. The city will be infinite and the resources scarce. To help the player, apartment buildings will have emergency fire escapes with ladders that have a chance of breaking which is increased if a zombie latches onto the player while attempting to use the ladder. If a zombie is clinging onto a player while the player is on a ladder, then the chance for the ladder to break is increased.
	When a player reaches the top of a building via a fire escape, there will be a rooftop-access stairwell that will be the player's only means of getting back down to ground level if all fire escape ladders are broken for a particular building. The rooftop-access stairwell can only be accessed from the roof and not from the ground level.
	Stairwells will have a random amount of zombies which will increase as more of them flood into the building trying to reach the player. The door to the rooftop-access can be broken down by zombies if there are enough of them to do so.
	Resources spawn randomly in the middle of roads to give the player an equal chance to reach the resource while being pursued by a hoard of zombies. Zombies will be spawned fairly, meaning they are spawned in areas once and never again. As the incentive is to attain a high-score, the player will not want to linger in one area after clearing it of the undead.

Major Mechanics	Survival Horror	Limited Resources	High-scoring	Time limit