**Final Assignment: GAME3033 – Rui C. Geng L. 101277255**

**Zombie Warfare**

**GDD Version:**

First Draft – v1.0 (Initial GDD and game design, may be subject to change for gameplay improvements)

Final Draft – v1.1.0 (GDD Version for the final assignment)

**Concept:**

Ex-Circus performer, Ray Rattison found himself returning to a city where a zombie virus outbreak has turned everyone within into undead. Upon finding that his own family was also infected and are no longer their formal selves, Ray embarked on a raging killing spree. Sadly, during his tireless journey to eliminate the zombies, Ray discovered that all hope has been lost and the most humane action he can take is to put the “undead” out of their misery. For death is a blessing. If he doesn’t eliminate the zombies within a certain amount of time, the virus will be sufficiently spread and concentrated around Ray that it would kill off his brain and also turn him into a zombie.

**Objective:**

The player must survive through each of the 3 levels and destroy all the zombies within the amount of 1-minute time limit per level.

**Core System**

Third Person Shooter:

* Character Controls
  + Movement: W, A, S, D, Space Bar (jump), Left Shit (pressed to run)
  + Open Inventory: I
  + Pause: P (pressing the onscreen button or P to un-pause)
* Camera Controls
  + 3rd person, always facing the same direction as the player. Mouse movement will change where Ray is looking towards, as well as the weapon attack/aim direction.
* Weapon Controls
  + Shoot: Left Mouse Button
  + Reload: R
  + Deploy temporal force shield: F
* Damage
  + Instant: damages made by the zombie attacks or the player shooting.

**Supporting System**

**Menu/Scenes:**

* Main Menu (can start game, see the credits, as well as quit the game)
* Credits (can go back to the main menu, displays the student and professor responsible for its creation)
* Gameplay (the zombie game)
* Pause (can go back to the menu or the game/un-pause)
* Gameover (can replay or go back to the main menu)

**Inventory**:

The inventory can be opened and closed by pressing the I key. Which will show the available/stored items as well as weapons for the player to use. There will be a limit to how many objects Ray can carry per type of items (determined in the specific scriptable object).

**Weapon & Item Pickups + Usage**:

Pick up items on the ground by walking over it, and to use/equip the item: open inventory (pressing I) and clicking on the desired available item.

**Shield Usage**:

By pressing F, Ray can deploy a force shield in front of him for a short amount of time. Which will block zombies from passing through on either side. Meaning, that if not deployed correctly, Ray could trap zombie(s) between him and the shield, not an ideal situation for Ray.

**UI (Visual):**

In Game:

* Weapon: Weapon Name and Bullet Amounts
* Player Health
* Level Timer
* Level Counts
* Zombies left in the current level

Game Over:

* Win/Lose Conditions
* Time left in the last level
* Waves completed
* Total Zombies killed

UI (Sound):

* SFX for action feedbacks: shooting, reload, player hurt, player death, zombie growling, zombie death, item consumption, new zombie wave notification.
* BG Music: intense gameplay background music.

**Pick Up Items:**

* Weapon: AK-47 + Ammo
* Consummable: Health Potion