Game Design Document (GDD)

# 1. Game Overview

- Title (Working Title): Dead End

- Genre: 2D Survival / Co-op / Action

- Platform: Android (Myket, Google Play), PC (Steam, Website), WebGL

- Target Audience: 12+ (co-op players, zombie/survival fans)

- Game Mode: Online co-op (max 4 players)

# 2. Core Concept

- Plane crash survivors in a zombie-infested forest.

- Scavenge for supplies, survive zombies, and wait for rescue helicopter.

- If players miss rescue time, zombies overwhelm, darkness spreads, movement slows.

- Final goal: defend landing zone until helicopter arrives.

# 3. Gameplay

- Perspective & Style: 2D side-scrolling (Hollow Knight style screen transitions).

- Core Loop: Loot → Fight zombies → Upgrade → Survive rescue → Win/Die.

- Combat: Melee + ranged weapons with upgrades.

- Progression: Upgrades & customizations via loot currency.

- Multiplayer: Up to 4 players.

- Difficulty: Scales with player count and time survived.

# 4. Mechanics

- Loot System: Randomized loot spawns (weapons, supplies, upgrades).

- Rescue Timer: Random landing zone after N minutes.

- Darkness Effect: Missed rescue = zombies stronger + movement slowed.

- Extraction: Survive zombie waves for N/4 minutes until helicopter arrives.

# 5. Controls

- Move, jump, attack, dodge, use item.

- Supports touch (mobile), keyboard, controller.

# 6. Art Style

- Pixel art with detailed animations (future).

- Dark forest atmosphere.

- Zombie variety (basic, fast, tanky, mutated).

# 7. Audio

- Dark survival soundtrack.

- Intense music during extraction.

- Zombie growls, forest ambient sounds.

# 8. Technical

- Engine: Unity 6.2

- Networking: Entities Netcode (Unity ECS multiplayer).

- Platforms: Myket → Google Play → Steam → Website (WebGL).

- Monetization: Cosmetics and upgrades (pay-to-win elements).

- Timeline: 6 months to first release.

# 9. Business & Marketing

- Publishing: Myket → Google Play → Steam.

- Website for downloads & updates.

- Community: Discord or Telegram group.

- Goal: Earn $100 → fund Steam release.

# 10. Future Features

- More zombie types.

- New biomes (city, caves, snowy forest).

- Hardcore permadeath mode.

- More cosmetics & skins.