

Curse of the Deadlands

Unity Game Project Documentation

Developed in Unity HDRP | Tactical Third-Person Shooter | Survival Horror

1. Introduction

Curse of the Deadlands is a tactical third-person shooter developed in Unity HDRP. The player is deported to a cursed land plagued by paranormal activities and infested with zombies. The objective is to investigate the mysteries of the Deadlands, survive against hordes of the undead, and uncover the truth behind the supernatural curse.



2. Core Gameplay Loop

The player experiences an immersive survival horror loop:

- Explore mysterious cursed environments.
- Engage in tactical combat against zombies.
- Collect ammunition and resources to survive.
- Complete mission objectives (investigation, survival, elimination).
- Progress through missions and uncover the story.



3. Story & Lore

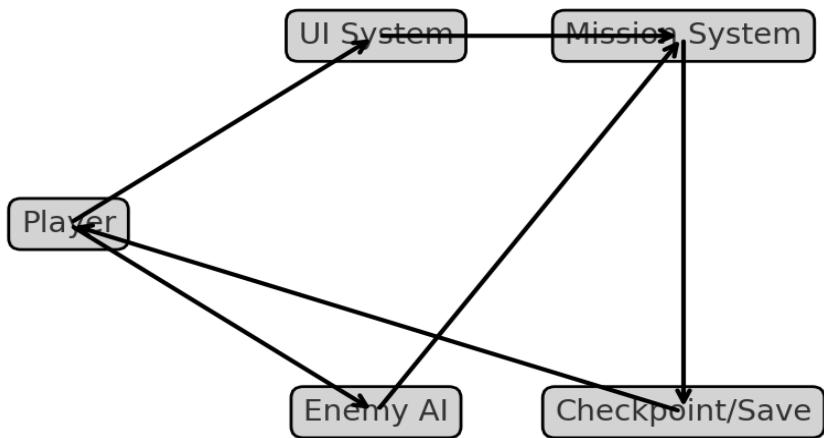
The agent is deported to the Deadlands, a supernatural zone where reality bends. The land is haunted by paranormal forces and crawling with zombies. The agent must investigate the origins of the curse, discover hidden secrets, and survive encounters with nightmarish creatures.



4. Technical Architecture

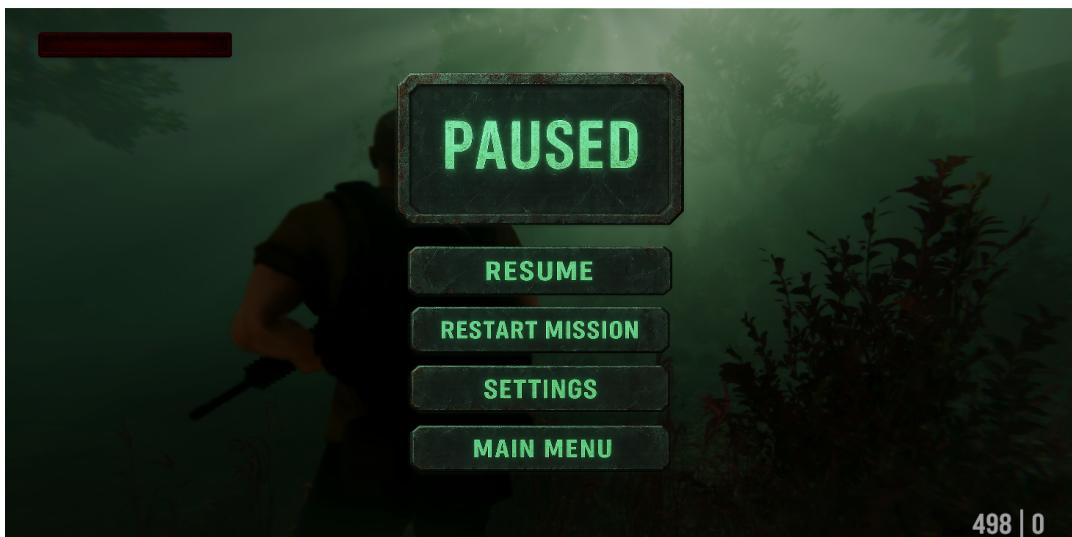
The game's technical systems are interconnected, ensuring smooth player experience:

- Player Controller: Handles movement, combat, aiming.
- Enemy AI: Maintains distance, ambushes, attacks in waves.
- Combat System: Guns, ammo pickups, melee takedowns.
- Mission System: Manages objectives, fail/pass states.
- HUD/UI: Provides feedback (ammo, health, mission status).
- Checkpoints: Save/load system for mission progress.



5. User Interface (UI/UX)

The UI blends horror aesthetics with usability. Major screens include:



**MISSION
COMPLETED!**

**NEXT
MISSION**

**RETRY
MISSION**

**MAIN
MENU**

MISSION FAILED

**RESTART
MISSION**

**LAST
CHECKPOINT**

**MAIN
MENU**

6. Missions & Progression

Missions escalate in difficulty. Examples:

- The Beginning – Initial investigation.
- The Wrong Way – Entering hostile territory.
- Greed is a Bad Habit – Survive overwhelming hordes.

Progression uses fail/pass panels to loop or advance.



7. Visual Design & Atmosphere

Levels feature dense fog, volumetric lighting, and eerie ambiances. Forests, cabins, and supernatural fog define the Deadlands. Visuals immerse the player in tension-filled exploration.



8. Audio Design

The audio design combines dread and action:

- Ambient: Whispers, eerie forest sounds.
- Combat: Gunfire, zombie growls, gore effects.
- UI: Distinct selection and confirmation clicks.

9. Testing & Debugging

The game is tested for performance, AI stability, UI navigation, and mission flow. Fail/Pass panels support QA validation of mission outcomes.



10. Future Plans

Potential expansions:

- Multiplayer co-op survival mode.
- New supernatural enemy types.
- Weapon variety and upgrades.
- Larger mission areas with branching storylines.