

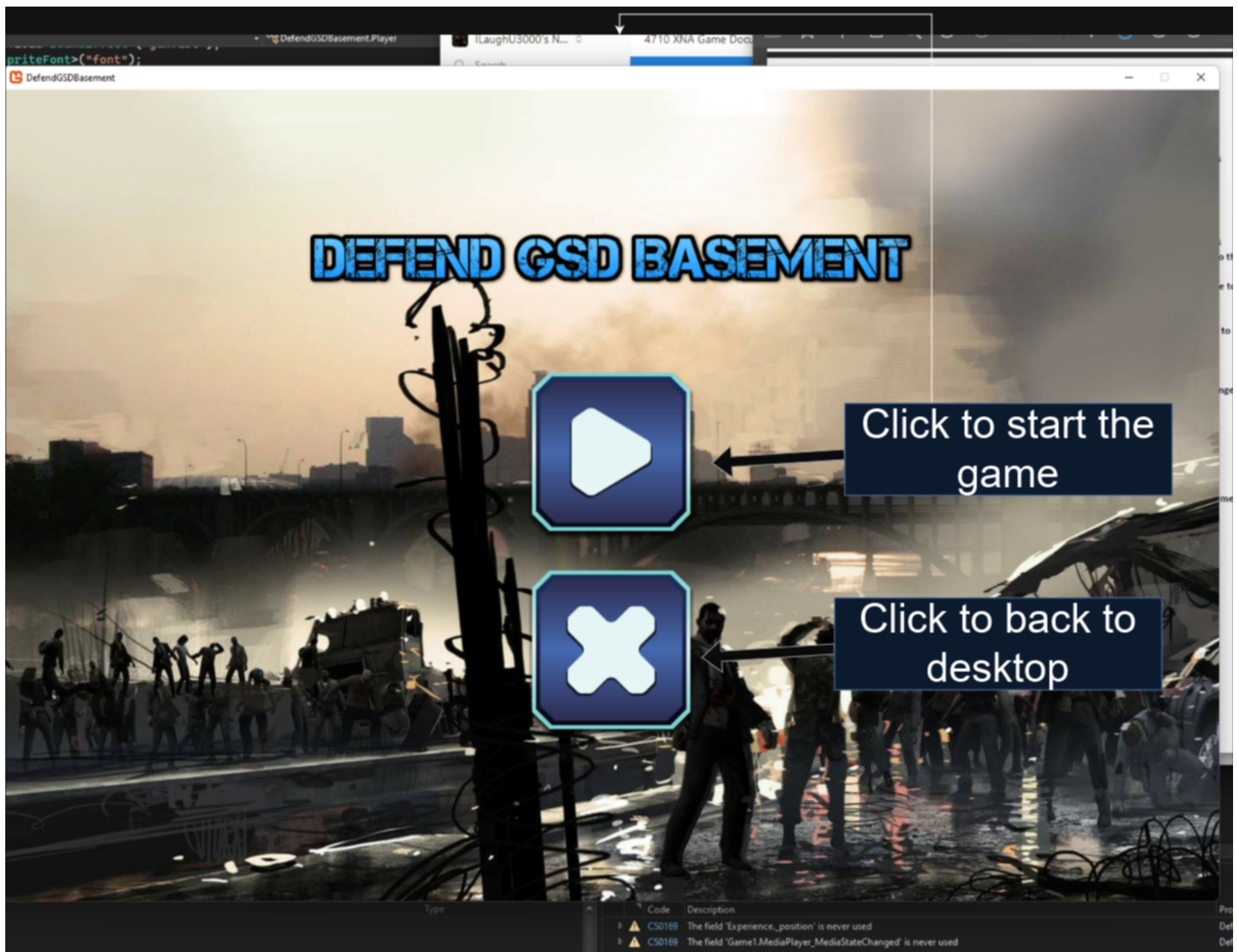
# 4710 XNA Game Document

**Game Title: Defend GSD Basement**

**Game Type: Arcade Top-Down Shooter**

**Goal: To survive under zombie tide and score as high mark as possible**

**Game Idea: Inspired by Foxhole and Vampire Survivor**



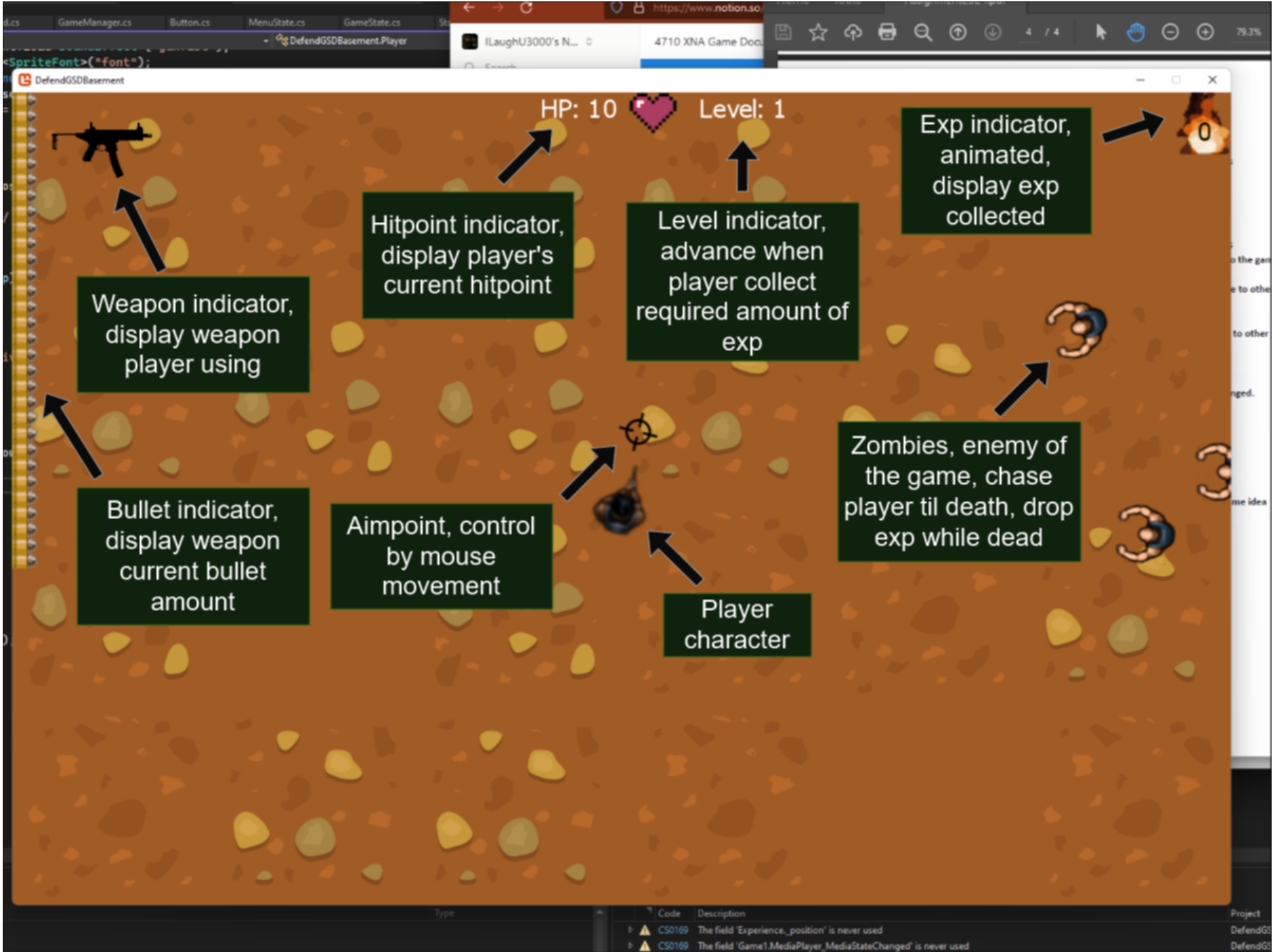
**Character Control:**

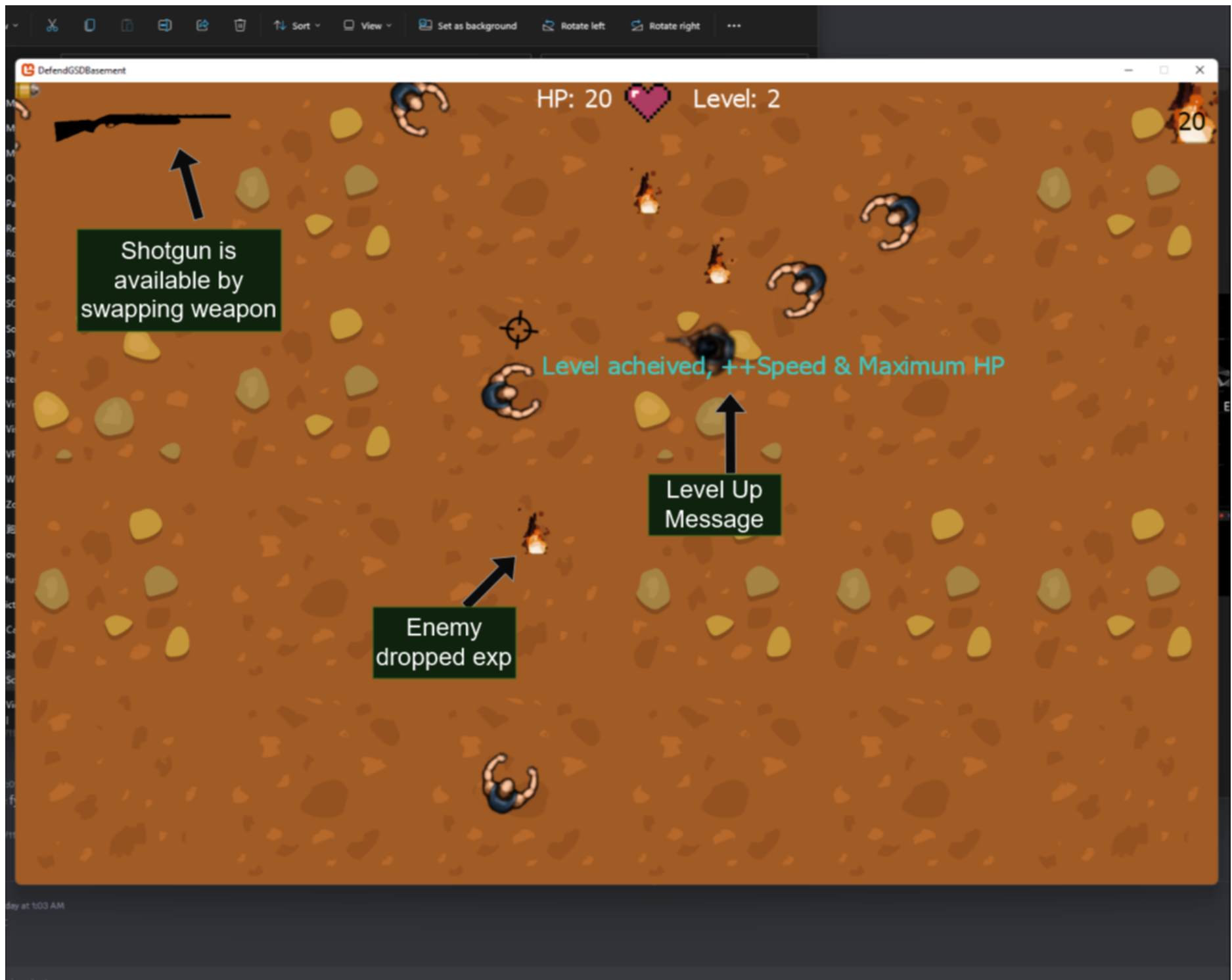
**W, A, S, D - Up, Left, Down, Right movement control respectively**

**Space - Swap weapon(SMG, Shotgun)**

**Mouse Right Click - Reload weapon**

**Mouse movement control aim direction**





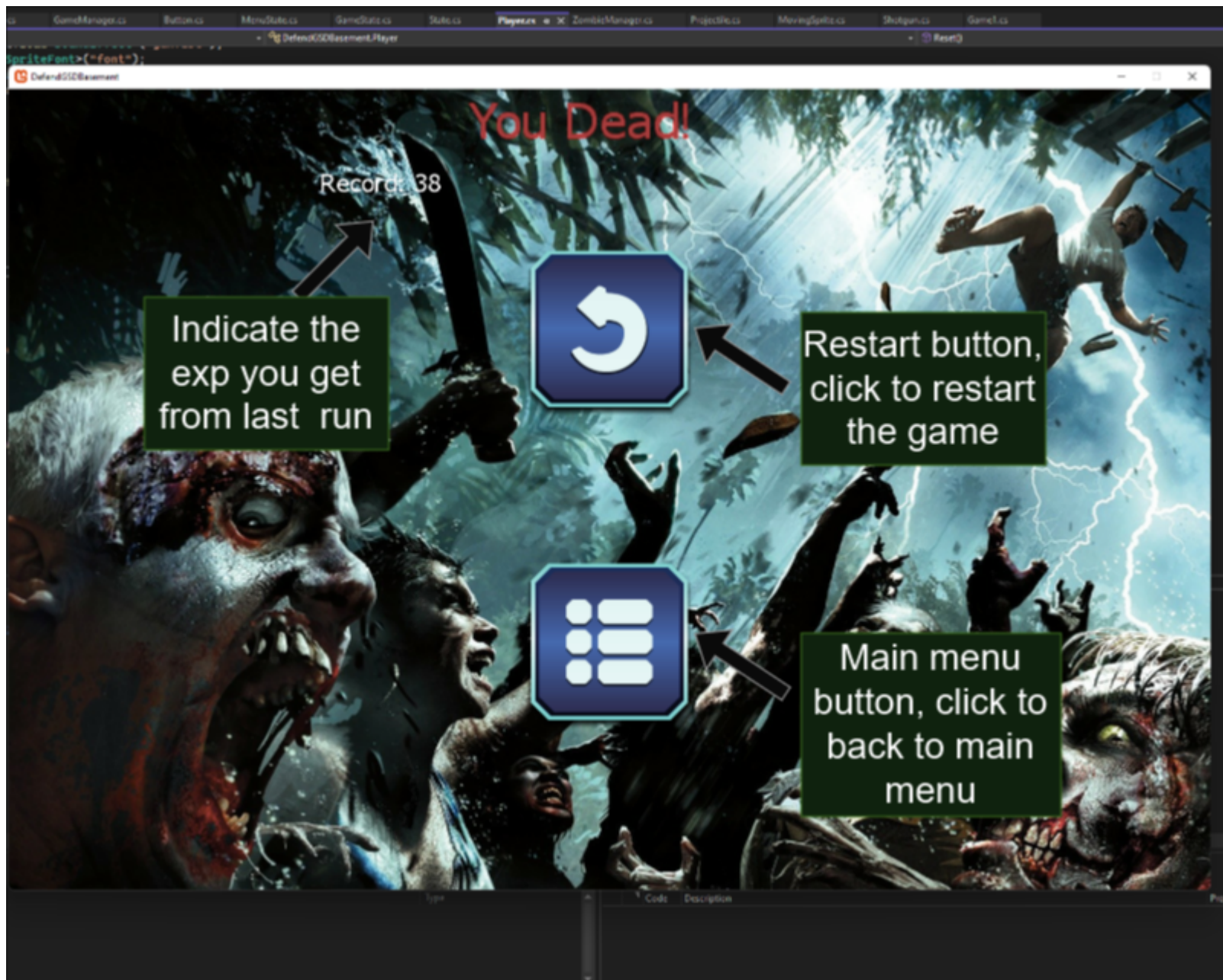
### Level Mechanic:

Level Up by getting required experience (20, 40, 80, 160, 320...)

Higher level causing shorter spawn cooldown on Zombies, Player speed and maximum hitpoint increase & healing

SMG can rapid fire, Shotgun deal higher AOE damage





**Sound Effect & BGM:**  
**BGM - Image Corruptor from Killing Floor 2**  
**SMG gunfire effect**  
**Shotgun gunfire effect**