Game Design Document

[Survivors Dead City]

Executive pitch

Survivors Dead City is a 3D Survivor Third Person Shooter where players quest to survive in a post-apocalyptic world where the zombies rule it, Where the humans are more dangerous.

Mechanics

- Fight a massive number of zombies.
- Gather allies and build a community.
- Defend your home from the attacks of zombies and humans.
- Gather different resources to help you survive in this world

Unique Selling Points

- Different zombie types to fight and face
- Build your community with a lot of customizations
- Different abilities the player will use to beat the game
- Massive map with a lot of activities

At a glance

Release date

June 2026

Genre

Survivor, Third Person Shooter

Art Style

3D

Platform

PC, Mac

Price

$24.99

Story

TBA

Objectives

- Build a powerful community
- Conquer more lands and gather more resources

Reference art

The Last of Us

Resident Evil 2
Remake

Days Gone