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| GAME2014 |
| Zombie Run |
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# Version History

Version 1

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

# Game Overview

*Armed with a shotgun, your goal is to survive an onslaught of zombies in a post apocalyptic city scape.*

# Game Play Mechanics

*This game is a fast paced, top down 2d game where you use a virtual joystick to move and aim your shotgun in the direction you want. On each level, zombies will spawn from all parts of the map and run towards you. Your goal is to shoot them down (shoot button) to survive the wave as long as possible.*

*When a zombie catches you, it latches on to you and takes one health bar every second it is latched on to you. You press melee to stop the zombie from latching on to you which pushes them back a small amount to give you some breathing space. You can also use melee to push zombies back when they get too close to prevent them from latching to your character. Meleeing a zombie twice destroys the zombie.*

# Camera

*¾ top down 2d survival game*

# Controls

*WASD/Touch Screen Joystick -> forward, left, back, right respectively*

*F/ Touch Screen interact -> Interact*

*Left Click/ Touch Screen Fire -> Use Item, Fire Shotgun*

*Right Click/ Touch Screen Melee -> Melee*

# Saving and Loading

*Game Progress is saved only at the end of the level when you survive the onslaught. If you die before progressing to the next level, you have to restart the level.*

# Interface Sketch

*Insert Images here*

# Menu and Screen Descriptions

*Insert Images here*

# Game World

*The environment is a run down, post apocalyptic town/city.*

# Levels

*In each level, a new type of zombie is introduced with its own special ability (faster moving zombies, zombies that explode when dead, etc). So for each level you advance, you will fight against waves of the accumulation of the types of zombies you encountered on the previous levels.*

# Game Progression

*While fighting against zombies, you get money points for each zombie you destroy. As the money points accumulate, you can use it to buy more ammo, powerups or open special doors that take you to the next level.*

# Characters

*Joe (player character) -> Armed with a shotgun, Joe is trying to survive the zombie apocalypse*

# Enemies

*The types of zombies are:*

*Regular zombies -> These move at a regular speed and chase after you. They latch onto you when they catch you and take one health bar every second they are attached to you.*

*Fast moving zombies -> These zombies are similar to regular zombies but they charge at you with a much faster pace.*

*Exploding zombies -> These zombies are similar to regular zombies but they explode once you kill them.*

*Armored zombies -> These zombies move slower than regular zombies and are hard to kill with shotgun shells but you can take them down with two hits of melee.*

# Weapons

*Shotgun (primary weapon) -> The shotgun is the default primary weapon the player starts with on their fight for survival. Can be upgraded over time or to an entirely different weapon (assault rifle)*

*Fists -> the secondary weapon the player uses for melee attacks. Can be upgraded to more powerful melee weapons (cutlass, bat, etc). Getting a melee weapon reduces number of hits to kill from two hits to one hit.*

# Items

*Ammo -> The player can find this on the bodies of dead zombies or on various areas on the map so the player can keep their primary ammo stocked.*

# Scoring

*Killing zombies give you cash (money points) which you can spend on weapon upgrades, melee weapons, perks, score multipliers, new weapons and to open the door to the next level. The score (money) you have left in the previous level is carried over to the next level.*

# Bonuses

*Unlimited Ammo -> Gives the player unlimited ammo with no reloads for a limited time.*

*Score Multiplier -> Multiplies the player’s score (and money earned)*

# Sound Index

*(Include an index of all your sound clips)*

# Art / Multimedia Index

*(Include an index of all your graphic and video assets here)*