

Zombay

GDD

40215445

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Document history

Version	Date	Comments
1.00	11.07.2018	Initial version

Overview

Zombay will be a single player shooter game focusing on combat and survival. It will have a top down view and the map will be made of tiles generated automatically.

Inspirations

The game takes inspiration from various successful games in this genre such as:

- Dead Nation (PS3)



- Alienation (PS4)



- Minigore (IOS/Android)



Player Experience Goals

Player will be encouraged to improve their skills by using a score system. Different players can motivate each other by competing to get the highest score.

Audience and Platform

It will be made for Windows PCs and it will compete mostly against the games it takes inspiration from.

Legal Analysis

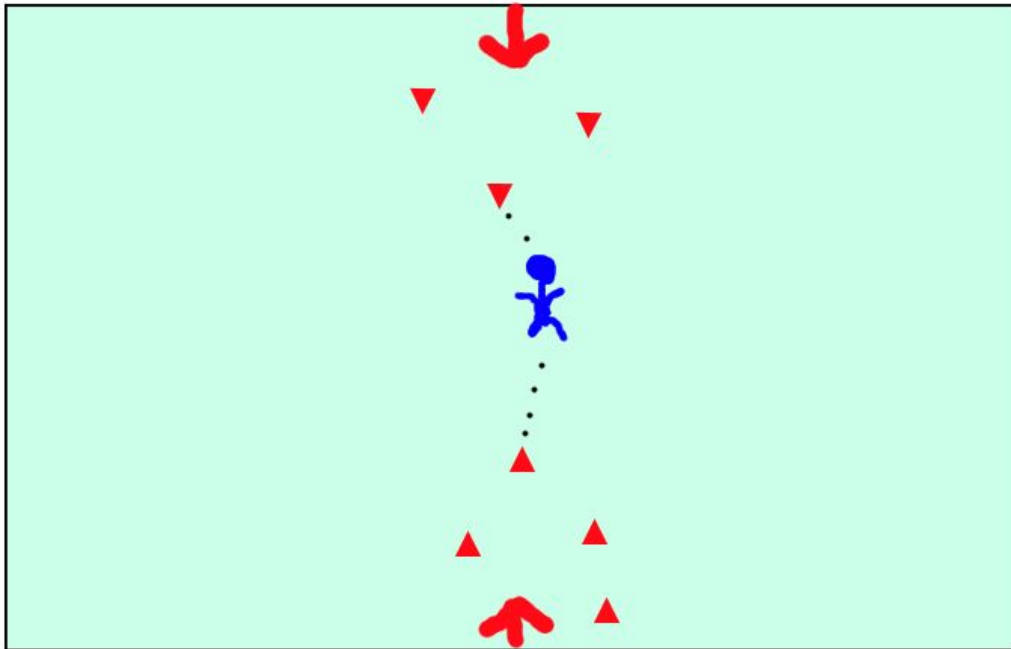
All libraries and assets will be open source.

Gameplay

Overview

The main objective of the game will be killing as many zombies as possible in a closed arena. The number of zombies being spawned will increase progressively as the player gets better/achieves a higher score. There will be different types of zombies with different behaviours so the player will have to adapt their gameplay style. The player will have one way of attacking: a ranged weapon that fires different types of bullets depending on the upgrade currently obtained.

Screen Mockup



Formal Elements

Players

The game will adopt the player versus the game interaction pattern. It will only support a single player mode. The player's role will focus on killing enemies.

Objectives

The objective of the game is to kill as many zombies as possible without dying.

Procedures

The player can:

- Move - free movement in 8 directions
- Attack - a ranged attack free in any direction
- Dash - a dash action to help player escaping from the enemies

Rules

Rules of the game are explained to the zombies in a “how to” section in the menu.

- Player dies upon contact with the enemy
- Enemy dies when health drops to 0
- Entities can only move in a closed arena

Resources

- Lives
- Possible weapon upgrades
- Scorepoints - gained when killing enemies

Boundaries

All the gameplay takes place in a single arena.

Outcome

The game cannot be completed as such, the outcome is to gain as many points as possible.

Controls

Player's movement is controlled by W, S, A, D keys. Use SPACE to shoot. Aiming is done by using the mouse.

Levels

There will be one level to start with. It will be generated from a text file. In the future it will be possible to introduce more level to add variety to the gameplay.

Editor

Tiles will be generated from a text file.

Characters

- Main player
- Enemy entities with different AI

Story

The world is coming to an end in a zombie apocalypse and the main character is one of the last people on the planet. She has to defend herself and survive this true hell on Earth for as long as she can.

Game World

The game world consists of only one area.

Required Media List

User Interface Assets

ASSET	DESCRIPTION
Logo	
Game title	
Menu elements	Buttons etc

Environment Assets

Bullets	
Tiles	

Character-based Assets

Main character	
Enemies	Different assets for different kinds of enemies

Animation Assets

For each character-based asset and for every direction it can face (usually four):

Idle	
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Attacking	
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Music Assets

Overworld	
Menu	

Sound Effect Assets

Player dash	When player uses dash action
Player range attack	When player uses their weapon
Player death	When player dies
Player hits	When player hits an enemy
UI	Used when player interacts with the UI: Selecting buttons

Technical Specification

Development Platform and Tools

Visual Studio 2017

Delivery Mechanism

The game will be available to download.

Game Engine

- Custom made engine
- SFML
- Box2D

Network Requirements

This is a single-player game.

Flowchart

