



LAST ALIVE

A POST APOCALYPTIC ADVENTURE GAME WITH THE ART STYLE OF FIREWATCH AND STORY IN THE VEIN OF LOVE & MONSTERS, THE WALKING DEAD, AND I AM LEGEND.

GDD Credits

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Special thanks to Alec Markarian
Otherwise, this would not have happened.

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

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Overview

Theme / Setting / Genre

- Post Apocalyptic Adventure Game

Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1>
- <Gameplay Mechanic #2>
- <Gameplay Mechanic #3>
- <Gameplay Mechanic #4>

Targeted platforms

- PC
- Xbox Series X
- PS 5

Monetization model (Brief/Document)

- Premium game, the possibility of an online game mode which would involve microtransactions. Online would require a lot more work and time.

Project Scope

- All assets and the Engine itself are free. The only thing would be my time.
- Unknown timeline, many years at the current pace.
- 1 team member
 - Me
 - I work for free and I do everything

- The Unreal Engine is free until I make \$1 million and the assets are included with my engine license.

- It is possible that my PC will not be able to handle building a full game and therefore I would need to build a new one which would cost ~\$2,000.

Influences (Brief)

- <Influence #1>

- Firewatch
- Video Game
- The art style is beautiful and the genre is similar.

- <Influence #2>

- Borderlands
- Video Game
- The art style is very cool and would add a level of uniqueness to the game while saving my PC the strain of having to build a photoreal world.

- <Influence #3>

- Love & Monsters
- Movie
- The storyline and premise are similar.

- <Influence #4>

- The Walking Dead
- TV Show
- The opening scene is very similar to my opening scene.

- <Influence #5>

- I am Legend
- Movie
- The world design will be very influential in designing the look of any cities I include in my game.

The elevator Pitch

- The post-apocalyptic genre is one of the most popular genres. Post-apocalyptic movies and TV shows consistently top the box office and ratings and there is a large appetite for story-driven adventure games. A post-apocalyptic adventure game with a powerful story and beautiful world would be sure to be a hit everywhere.

Project Description:

Last Alive: A post-apocalyptic adventure game with the art style of Firewatch and Borderlands and story in the vein of Love & Monsters, The Walking Dead, and I Am Legend. Last alive is a large open-world adventure game where the player must find items and clues to find their family in a world full of dangers both human and other. This game will include the desolation and loneliness of I Am Legend(2007) with the world of Love and Monsters(2020) and with the opening scene of The Walking Dead(2010). The game will begin with the character waking up in a run-down hospital. The player explores their surroundings and finds a note on their bedside table telling them to go to a place called “The Sanctuary” if they wake up. From here the story begins and the player must navigate out of the hospital and find “The Sanctuary” using clues found along the way. The player must also learn to defend themselves from creatures and other dangers. The tone of the game will obviously be a little darker but it should not stray into the horror game category. The tone of Love and Monsters(2020) is a good starting place. The game should have highs and lows of relaxing and challenging. In the vein of Fallout(1997-) the game should have enemies but they aren’t scary enough to make the game a horror game. The art style of the game will be in the style of Firewatch(2016) and Borderlands(2009-) where the game is 3d and realistic but it also has a cartoon

quality to it that makes it unique and less taxing to build. This art style is extremely popular and will be much easier to pull off with a limited budget than a photoreal 3d environment would be.

What sets this project apart?

- Unique story
- Unique style
- Fills the void of post-apocalyptic open-world games

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- <Core Gameplay Mechanic #2>
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- <Core Gameplay Mechanic #3>
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- <Core Gameplay Mechanic #4>
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/

Story and Gameplay

Story (Brief)

<The Summary or TL;DR version of below>

Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

Gameplay (Brief)

<The Summary version of below>

Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

- 2D

- Textures
- Endless Environment Textures
- Grungy walls, overgrown buildings

- 3D

- Characters List
 - Will use megascan humans to save time and also provide an array of diverse player options
 - Will need to create some sort of random generator for enemy people the player may randomly encounter
 - A set of monsters
- Environmental Art Lists
 - Everything you can think of. The world will have an array of biomes.

- Sound

- Sound List (Ambient)
 - Outside
 - Animal noises, use RDR2 for reference
 - Inside
 - Creaking, rocks falling

- Sound List (Player)

- Character Movement Sound List
 - Steps for a variety of surfaces and weather conditions
 - Clothes rustling, fabric friction
- Character Hit / Collision Sound list
 - Realistic foley noises
- Character on Injured / Death sound list
 - Part of the soundtrack
 - As the character gets closer to death a certain piece off the soundtrack will fade in until full volume when the player dies. Over time the player will connect this sound to health and death.

- Code

- Character Scripts (Player Pawn/Player Controller)
 - Very basic game scripts. Nothing fancy.
- Ambient Scripts (Runs in the background)
 - All sorts of environmental things need to be running at all times to keep the game's weather and day/night cycles running. It would also be really cool to have a season cycle.
- NPC Scripts
 - Enemies in general will have automatic scripts to run. There will be interactions that are closely controlled and part of the story.
- Environment Animations
 - All sorts of environmental things need to be running at all times to keep the game's weather and day/night cycles running. It would also be really cool to have a season cycle.
- Character Animations
 - Player
 - Walking, opening stuff, climbing, looking at a map, reading notes, etc
 - NPC
 - Fighting, companion stuff(basically the same as the main player)?, animals need to behave as animals if they aren't aggressive or part of the story.

Schedule

- <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

- <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

- <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

- <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.