***Game name:*** Surviving Rick (undecided)

***Team name:*** Echoes of the Aftermath

***Team members and roles:***

* Brandon -> Game Design, Narrative, Art
* Phillip -> Art, Narrative

***Date:*** 5/25/24

**Game Jam Resources:**

* **Website:** https://itch.io/jam/gamedevtv-jam-2024
* **Free Assets:** <https://itch.io/jam/gamedevtv-jam-2024/topic/3775679/giant-list-of-free-assets>
* <https://itch.io/game-assets/free/tag-16-bit>

### Inspirations ###

* **Survivor.io (iOS)**

### Game Overview ###

***Concept:*** 2D zombie survival bullet hell

***Target Audience:*** Game Jam

***Platform:*** WebGL (maybe wider release)

***Engine:*** Unity

***Other:*** Aseprite

### Gameplay Mechanics ###

**Core Mechanics:**

* ***Objective spawn:*** (upload computer) Has 4 different locations it can spawn in randomly each game
* ***Ability Upgrade:*** Player can spend collected money at work benches to upgrade ability cards.
* ***Round Progression:*** Once the player collects enough xp the round increases, this pauses the game and lets the player choose a new ability from a pool then increases the spawn rate and type of zombie.
* ***Loot drops:*** Zombies will drop XP(common) and money(rare), zombie difficulty scales the drop. PopTart man drops the shotgun.
* ***Player attack:*** Hitting the right mouse button will allow the player to attack with whatever weapon they have equipped. Weapon sprite spins around the player in the direction of the mouse pointer.
* ***Player jump:*** Player can jump over hordes of zombies to escape defeat.
* ***Hunger/Thirst:*** Player must find food and water in refrigerators and/or vending machines throughout the map.
* ***PopTart Boss (Secret):*** After the player eats a certain number of Poptarts a secret boss will spawn granting overpowered items/abilities.
* ***Player Movement:*** WASD to move, stamina is used to dash and jump, player can jump over enemies. Dash(roll) grants invulnerability for it’s duration.
* ***Player Abilities:*** Player can choose abilities from round upgrades including normal upgrades and some special:
  + *Dash(roll)*
  + *Fireball circle*
  + *Sword circle*
  + *FOV increase*
  + *HP increase*
  + *Stamina Increase*
  + *Attack increase*
  + *Speed increase*

**Game modes:**

* ***Survival:*** Find food and water and survive till you reach the objective

**Controls:**

* **WASD** -> movement
* **RMB** -> Jump
* **LMB** -> Attack
* **E** -> Interact
* **Space** -> Dash

### Story and Characters ###

**Story Summary:**

It’s the end of the world, the only way to save humanity is to pull off the biggest Rick roll in history. The Rick roll will turn all the zombies back to humans. The zombies are trying to stop you. Final round is defending the upload point (computer at the base of a radio tower), when the upload is complete, all the screens in the world play the rick roll.

***Start of game:***

* Comic sequence explaining the situation, fun pan between comic squares with effects based on intensity (6 squares), fade to black, play begin round sfx while printing round 1 sfx, then fade into game. Player starts in a house with workshop, workshop has popup explaining what it does (collect money from zombies to upgrade abilities here), player can go up and press “e” to close dialogue. Popups will also explain how XP from zombies works the first time it’s shown: game pauses, vinette effect to draw eyes to xp, “collect xp to unlock new abilities and progress to the next round.”

***End of game:***

* If win:
* If lose:

***Enemies:***

* **Zombie - Standard:**
  + Spawn: regularly
  + Attack: small
  + Health: medium
* **Zombie - Ninja:**
  + Spawn: rarely (until round …)
  + Attack: medium
  + Health: small
  + Can jump…
* **Zombie - Gunner:**
  + Spawn: rarely (until round …)
  + Attack: high
  + Health: small
  + Shoots pistol
* **Zombie - Boss:**
  + Spawn very rare (until round …)
  + Attack: high
  + Health: high
  + Comically large axe
* **PopTart Man:**
  + Spawn: only 1, secret
  + Attack: stupidly high
  + Health: absurdly dumb
  + Shoots shotgun

### Level Design ###

***Level Overview***: A top-down cityscape with a small farm out of town. Start at the farm, head to the city for objective.

***Objectives:***

* Main Objective: Survive till you find the laptop and upload the file to save the world.
* Side Objective: Beat the pumpkin spice pop tart boss for OP loot

***Progression:*** Players will gain both XP(common) and money(rare) from zombies killed. After a certain amount of XP is collected the player “levels up,” meaning the player gets to choose a new ability from cards displayed on screen, the round number and difficulty progresses. The player can spend money earned at work benches around the map to increase the rarity(effectiveness) of per-round cards. All cards stack infinitely.

### Art and Audio ###

***Art Style:*** 2D top-down 16x16 pixel

***Assets:***

* ***Player Model:***
  + Walk animation
  + Jump animation
  + Attack animation
  + Dash(roll) animation
  + Eat animation
  + Drink animation (water and boba)
* ***Weapons (rotate sprite around player in direction of cursor):***
  + *Fists (starting):*
    - Punch animation
  + *Knife:*
    - Swing animation (Hit & No-Hit)
  + *Katana:*
    - Swing animation (Hit & No-hit)
  + *Comically large axe:*
    - Swing animation (Hit & No-Hit)
  + *Pistol:*
    - Reload animation
    - Shoot animation (rotate sprite)
  + *AK-47:*
    - Reload animation
    - Shoot animation (rotate sprite)
  + *Shotgun:*
    - No reload
    - Shoot animation (rotate sprite)
    - Secret weapon, dragonsbreath
* ***Items:***
  + Water bottle
  + Boba Tea
  + XP dots
  + Money (bills)
  + Pumpkin Spice Pop Tart
* ***Vending machines:***
  + Outputting item
* ***Workbenches:***
  + Accessing animation
* ***Refrigerators:***
  + Opening animation
  + Closing animation
* ***Upload Computer:***
  + Accessor animation (screen change)
* ***Level tiles:***
  + Buildings (not interior except specific)
  + Roads
  + Grass
  + Dirt
  + Trees
  + City clutter
  + Vehicles
  + Farmland
  + Houses
  + Fencing
  + Interior for buildings containing workbench
  + Cell tower (for upload computer)
* ***Zombies:***
  + Standard (no weapon):
    - Walk animation
    - Hit animation
    - Death animation
  + Ninja (knife):
    - Walk animation
    - Hit animation
    - Jump animation
    - Death animation
  + Gunner (pistol):
    - Walk animation
    - Shoot animation
    - Death animation
  + Boss (Comically Large Axe):
    - Walk animation
    - Swing animation
    - Death animation
  + Poptart Man(shotgun) [secret boss]:
    - Walk animation
    - Shoot animation
    - Death animation
* ***UI:***
  + Text bubbles
    - Open and close animation (maybe do in Unity?)
  + Buttons
    - Hover animation
    - Click animation
  + Health bar
    - 2 separate layers (controlled in Unity)
  + Stamina bar
    - 2 separate layers (controlled in Unity)
  + Ammo (maybe?)
* ***Projectiles:***
  + Bullets (guns)
  + Swords (ability)
  + Fireballs (ability)
* ***Abilities:***
  + *Sword circle:*
    - Orbits player (3 swords)
    - Passively defends player from incoming zombies (each sword goes out with 1 zombie with a 5 second recharge per)
    - Shoots sword projectiles at closest zombie
  + *Fireball circle:*
    - Orbits player (5 fireballs)
    - Passively defends player from incoming zombies (each ball goes out with 1 zombie with a 5 second recharge per)
    - Shoots fireballs out every 8 seconds

***Audio:***

* Menu (music)
* Card pick (music)
* Background game (music)
* Boss battle (music)
* Defending upload (music)
* Victory (music)
* Defeat (music)
* Poptart man (music) [goofy]
* Button hover (sfx)
* Button click (sfx)
* Begin/progress to next round (sfx)
* Walk (sfx) [per surface]
* Zombie 1-5 (sfx)
* Zombie boss 1-5 (sfx - lowered pitch zombie)
* Attack (sfx) [player and zombies]
* Boss attack (sfx) [lowered pitch attack]
* Poptart man (sfx) [goofy]
* Gun attack (sfx)
* Sword attack (sfx)
* SOUNDS FOR ABILITIES

### Project Timeline ###

***Milestones:***

* Assets acquired/made
* Mechanics finished
* Level completed
* First full playthrough

***Tasks:***

* GDD created
* Assets acquired/made
* Repository created
* Delegate jobs
* Create basic mechanics
* Create in-game UI
* Block out level
* Polish level
* Create main menus

Asset links:

<https://limezu.itch.io/moderninteriors>

<https://brullov.itch.io/fire-animation>

<https://jestan.itch.io/weapons-pack>

<https://caffinate.itch.io/fibberish>

<https://zedpixel.itch.io/pixel-16-woods-free-top-down-pixelart-asset-pack>

<https://zedpixel.itch.io/pixel-16-interiors-topdown-pixelart-asset-pack>

<https://nyknck.itch.io/fx084>

<https://nyknck.itch.io/pixelarteffectfx017>

<https://wrlck.itch.io/simple-desert>

<https://nyknck.itch.io/wind>

<https://zedpixel.itch.io/pixel-16-village-top-down-pixelart-asset-pack>

Funny:

<https://camacebra.itch.io/crab-pixel-art>

Crab rave happens when you approach, guards player for a time