

Game Design Overview

Basic Game Loop

The player and their party must stay ahead of a relentless monster wave pursuing them across the map. To avoid being overtaken, the player must use 2 day actions to move forward daily.

While not mandatory, finding shelter at night is strongly advised. Monsters become 30-40% tougher after dark, making shelter a critical layer of safety and defense.

Core Loop - Day Actions (5 per day)

Any action has a chance to trigger a random enemy encounter or a scripted event.

- Move Forward: Progress through the map. May trigger random enemy encounters.
- Scavenge: Search nearby areas for supplies (food, tools, items).
- Scout: Perform a low-reward recon (only 20% of normal yield) to influence outcomes - e.g., increase odds of finding survivors or supplies.
- Listen to Radio (Requires radio): Boosts the chance of locating survivors or special "hero" survivors.
- Emergency Rest: Use in critical health scenarios. Restores a small amount of health to the fight team.
- Find Shelter: Uses the party's perception stat to search for safe locations. Generates two shelter options with randomized stats.

Core Loop - Night Actions (3 per night)

- Fortify Shelter: Reinforce using local or carried materials. Increases defense against night attacks.
- Scavenge Local: Search for nearby supplies. Effectiveness boosted by stealth or dexterity.
- Heal & Recover: Restores a moderate amount of HP to the fight team and can remove negative status effects.
- Listen to Radio (Requires radio): Works identically to the daytime version. Can be repeated at night.
- Stay Silent: Sacrifice an action to reduce the likelihood of shelter discovery by enemies.

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Shelter System

Shelters are procedurally generated with a randomized set of stats and limitations.

Each shelter includes:

- Defensibility
- Possible Supplies
- Facilities (e.g., a hospital increases healing effectiveness; grocery stores increase food yield)

Shelter types have caps based on party size:

- A small group in a massive hospital will receive negative modifiers when attempting to secure it.
- A large group crammed into a tiny 7-Eleven will have a higher chance of detection due to lack of stealth.

Survivor & Player RPG System

- Survivors are randomly assigned class types and stat ranges.
- Both the player and survivors level up over time, but stat growth is limited to maintain balance.
- Survivors and players can equip weapons, armor, and trinkets that apply stat modifiers.

Battle System

A turn-based combat system with potential tactical positioning elements.

Melee Classes:

- Tank: High survivability, low damage. Can taunt.
- Warrior: Balanced stats; all-purpose frontline fighter.
- Assassin: High damage and dodge; low health. Can attack twice per turn.
- The Possessed (Ultra Rare): Very high damage or defense. May randomly attack allies or self as battle drags on.

Ranged Classes:

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- Gunner: High damage, ammo-dependent. Cannot attack if ammo runs out.
- Archer: Moderate damage, attacks twice per turn. No ammo needed.
- Occultist (Rare): Magic class; uses curses, debuffs, and damage spells.

Battle Menu Options:

- Normal Attack
- Special Attack (limited daily uses per ability)
- Use Item
- Flee