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TOTAL APOCALYPSE

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# Game Overview

## Objective

## Genre

## Audience

## Platform/Minimum System Requirements

# Plot & Setting Information

## The Story

On October 31, 2020, Canada gathered to celebrate their believed holiday Halloween thinking it would be like any other year, however, they were wrong. As everyone got ready for the national holiday and unexpected alarm rang through the streets all across the country. The people gathered and panicked not knowing what was happening, children screaming, mothers weeping, fathers drinking not knowing what to do. The citizens soon realized who the culprit behind this panic was why no other than Mr. Rob Ford.

During the Toronto mayor election Rob Ford decided to reward himself for not doing drugs for one whole week but lighting himself a crack pipe. Little did he know this would be the destruction of Canada.. After blazing it up, Mr. Rob Ford while in a drunken stupor fell onto the hidden button located at election office which launched missiles all across the country, destroying most of Canada. Unable to deal with the stress Rob Ford gathered his posse and headed out of Toronto so he would not take the blame.

Over ninety percent of Canada was obliterated from the launch leaving less than thousands alive. Who will survive? Who will rise to the challenge and bring Rob Ford to justice? At this point nobody knows..

# Core Gameplay

## Movement

### Map Level

### In Battle

## Road Combat

### Modes of Combat Resolution

### Abstract Road Combat

### Crew Deployment

### Quick Combat

### Tactical Combat

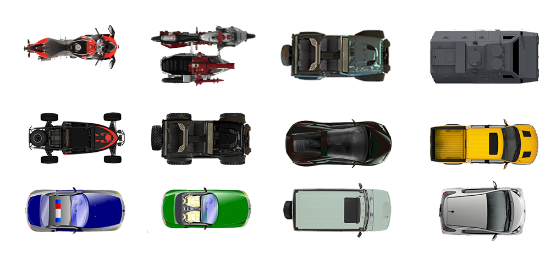
# Environment Elements

## Environment

### List of Cities

### Terrains

## Vehicles



### Vehicle Attributes

STRUCTURE: 45/45

MANEUVERABILITY: 3/3

BRAKING: 3

ACCELERATION: 3

WEAPON TYPES: C/-

TIRES: 0/0

SPEED: 7/10

FACING: 0

### Maintenance

1. **Structural Damage.** Vehicles sustain structural damage when they're hit in combat. This damage may only be repaired at various body shops you'll find while searching for loot.

**2. Flat Tires.** Tires lost during combat must be repaired so that the vehicle will regain full manoeuvrability. Flat tires are replaced to the limit of the number of spares your gang is carrying.

### Improvements

Vehicles may be improved during play by the discovery of certain special locations while searching for loot. Some enemy road gangs may drive improved vehicles. You can capture these improved vehicles in

Tactical Combat by boarding and eliminating the enemy crews.

## Supplies

### Carrying Capacity

### Consumption

### Caches

### Special Supplies

## People

### Gangs

**A Gang Members**

**1. Quality.** Almost all people encountered will be rated Arms master, Bodyguard, Commando, Dragoon, or Escort, in order of decreasing effectiveness. They are often referred to as A B, C, D, and E troops. Members’ quality reflects how likely he is to survive an event and his offensive and defensive powers in combat After being in combat, some or all of your crew may promote to the next highest rating.

1. **Recruiting.** Gang members may be recruited by searching for people and sending envoys. The higher the quality of the prospective gang members the less likely they are to join your gang.

**3. Cronies.** These individuals can be of invaluable aid in your travels. Only one of each will travel with you. If another is encountered and you accept him into your gang, your current specialist will leave. Each of these individual is practices his trade with a varying degree of skill.

1. Doctor. A doctor reduces your casualties from disease, from accidents, and in foot combat. The better the doctor, the fewer casualties you'll take. You must judge his effectiveness from his work.
2. Drill Sergeant. A drill sergeant increases the number of members who promote after combat and decreases your loses to desertion and recklessness.
3. Politician. A politician can *serve* as your envoy in foot gang encounters and as a liaison with bureaucrats. He can even talk a lesser politician out of offering to join.

### Encounters

These are the special encounters you may have

While searching for people:

**1. Agents.** Agents of the Anti-terrorist Underground may be encountered. They are unlikely to reveal themselves under normal conditions. When they reveal themselves, take notes and follow their advice carefully.

**2. Healers.** The healers are the remnants of the medical community. Bound together by their common oath, they have gathered into informal research groups to aid the sick and injured and research remedies to the disease. They ask only to be kept supplied with medical goods and to be left alone. They heal all who seek their *services.* They have come up with an assortment of antitoxins which will cure mutant infections. They live primarily in cities where their needs for research materials can be met more easily.

1. **Foot Gang Commands.** When you encounter a group on foot you have four options:

a. Sending Envoys. A dangerous mission, but the best way of gaining recruits. Showing strength can prove beneficial. If you have a good politician he may save you the trouble of sending troops.

b. Firing a Volley. This is the ultimate show of strength. It also tends to cause bad feelings among the recipients and can precipitate a firefight.

c. Waiting. Waiting will be taken by some as a sign of weakness.

d. Leaving. A sign of weakness understood by all.

**4. Foot Gangs.** The different types of gangs you'll encounter on foot include:

a. Soldiers. Soldiers are isolated units of military personnel. It is dangerous to quarrel with them, but it's seldom necessary as they are willing to join in a good cause.

b. Hoodlums. Hoodlums are a mixed lot of marginal character. They are generally well led but poorly disciplined.

c. Home Guard. Home Guard units consist of poorly trained and equipped militia. Little better than an armed rabble, they can be unpredictable.

d. Civilians. Mobs of cowering and inoffensive souls. Many will want to join you if you want them.

e. Cannibals. These throwbacks have taken the easy route to solving the food problem. They are wily and are fond of ambushing envoy parties. The scum of the earth.

1. **Residents.** In cities you’ll encounter gangs like:

a. Police. A few cities are still under the control imposed by civil authorities. These officers are well armed and well trained

b. Bureaucrats. Occasionally, local governments maintain control of their municipalities with the aid of local law enforcement agencies. Passers-by are often charged tolls under a threat of force.

c. Terrorists. The majority of cities are controlled by terrorists, either openly or via the subversion of local authorities. Terrorists come in many stripes: Regulars, Irregulars, Collaborators, Sympathisers, Provocateurs and the dreaded Terrorist Elite.

d. Neutrals. These pleasant folk have a single aim; they wish to live in peace. They will never provoke a fight and anything they have is yours for the asking

e. Mutants. Mutants are diseased, psychotic zombies who want to tear all healthy people to bits. They roam only at night. They are very quiet and very dangerous. They have the filthy habit of transmitting their disease to their victims.

1. **Rob Ford Gangs.** On the road you'll meet:

a. Ford Patrols. Patrols of terrorist troops of varying quality roam the highways in order to stifle transportation. These patrols may be of Irregular troops, Regular troops. or the feared Terrorist Special

Battalions.

b. Crack addicts. Ever *see* a slime drive a car? These vermin fit the bill. They are poorly armed and led and easily dispatched.

# Interface Usage

## Controls

# Menu and General Game Usage

## Screen Descriptions

## Game Flow Diagram