

Forsaken Graves

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Introduction

Game Summary Pitch

Forsaken graves is a co-op shooter survival game about surviving the attacking horde and the infectious diseases which caused the invasion.

Inspiration

No More Room In Hell



6+ co-op survival game with a goal to survive incoming enemy waves with limited ammo and resources. Player inventory system is the same as the L4D. If a player is bitten, they develop infection symptoms and infection can only be delayed, however it takes a long time to kill the player.

The game also has a quest based move from point A to B mechanic similar to L4D

Left 4 Dead



Classic co-op survival game where players try to travel from start point to end point with quests squeezed in between. Players can have one primary, one secondary weapon, a melle weapon and an utility item.

Player Experience

Players try to survive each level with 2-10 waves of enemies. Weapons and utility items are very scarce, players must be very careful. In between waves, there are areas which players must discover to gain weapons, ammo and utility items.

If a player receives damage from the zombies, they contract an infection. The infection kills the player after a while and as the infection worsens with the time, players vision gets blurred and darker.

Utility item antidotes resets the timer for the infection and adds a buffer time to the infection timer.

Players can carry a main weapon, a secondary weapon which is smaller. Both weapons can be melee or range ammo based weapons. Player cannot see the amount of ammo left in the current magazine but is able to see the total amount of ammos minus the ones in the current magazine.

When a wave starts, players get notified in the UI and when 90% percent of a wave is cleared, a timer starts of which at the and a new wave starts. The timer between waves is not shown to the player and the time varies between waves.

When the last wave is cleared, a cinematic is played and the level is complete.

Each level is different from each other in the sense of level design and enemy types.

Platform

The game is developed to be released on Windows PC.

Development Software

- Unity 2023
- 3DS Max
- Adobe Photoshop

Genre

FPS survival, co-op

Target Audience

Early 2000s FPS coop players

Concept

Gameplay overview

Players try to survive each wave of enemies by killing 90% of all enemies spawned. After all waves are cleared, players win the level. As utilities and ammunition are scarce, players must be very precise and careful in their actions.

Theme Interpretation (Survival Horror)

Inspired by the 90's horror movies, players move in isolated dark levels and try to survive.

Primary Mechanics

Mechanic
<p><u>Inventory</u></p> <p>Players can carry a primary weapon, a secondary weapon and one utility item.</p>
<p><u>Weapons</u></p> <p>Primary and secondary weapons can be melee or ranged weapons. Primaries are stronger than secondaries.</p>
<p><u>Ammo</u></p> <p>Ammo is very scarce in game, making melee weapons an economic choice</p>

Mechanic
<p><u>Utilities</u></p> <p>Infection cure, lighting and hand grenades can be found in game.</p>
<p><u>Infection</u></p> <p>Players can contract disease by getting hit by zombies. When they are struck, a hidden timer starts which gradually blurs and darkens the player's vision. Infection can be delayed with cure pills, however it cannot be cured totally.</p>
<p><u>Waves</u></p> <p>Enemies come in waves, of which when 90% is cleared a new wave starts after a hidden timer ends</p>

Secondary Mechanics

Mechanic
<p><u>Infection Pills</u></p> <p>When an infected player uses an infection pill, the timer is reset, vision is cleared and a buffer time is added before symptoms become visible again</p>

Art

Theme Interpretation

Horror and darkness are the main themes, with a very scarce and precise usage of lightning to emphasize important points

Design

Using HDRP, a semi-realistic visual style is preferred. Post processing is used to emphasize horror theme

Audio

Music

Slow and suspenseful music with screeching sounds will be used in tandem with level background musics.

Game Experience

UI

Dark themed semi transparent UI is used to obstruct as little amount of visible area possible for the players.

Controls

Keyboard

Arrow keys / WASD

Gamepad

Dpad