unity

Dead Eye Zombie
Death Match

GAME DESIGN DOCUMENT

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Game Overview

Title: Dead Eye Zombie Death Match

Platform: PC Standalone

Genre: Endless 3D survival shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: December, 2018

Dead Eye Zombie Death Match is a first-person endless survival game where the Player is equipped with only a bow and arrows to fight against an increasing wave of zombies. The Player must kill the zombies before they reach the Player. Accrue points with each zombie killed and last as long as possible against the zombie horde.

High Concept

Dead Eye Zombie Death Match sets the Player in a post-apocalyptic city block setting where he/she is being attacked by zombies. Zombies are coming from the left, right, and in front of you, looking for you. Kill them your bow and arrow before they kill you!

Platform Minimum Requirements

PC STANDALONE

OS: Windows XP SP2+, Graphics card: DX9 (shader model 2 .0) capabilities;
generally everything made since 2004 should work

Synopsis

In a post-apocalyptic world, there has been a zombie outbreak. You are caught in the middle of a three-way intersection and must fend off the incoming zombies. With no escape and equipped with only a bow and an infinite number of arrows, you must fight back!

Game Objectives

The objective of the game is to survive for as long as possible, while attacking Enemies and scoring points.

Game Rules

The game level is a three-way intersection in the middle of a city where the Player, who is pinned against a row of buildings, is being attacked by zombies. The Player can aim and shoot the bow and arrow to kill each zombie with one hit. The Player cannot move around the environment, but he/she can pivot left/right and up/down in first-person view. One zombie killed is one point. The Player dies if the zombie reaches him/her.

Gameplay

Game Controls (PC)

Press and hold down the left mouse button to load and pull the arrow back. Release the button to shoot the arrow.
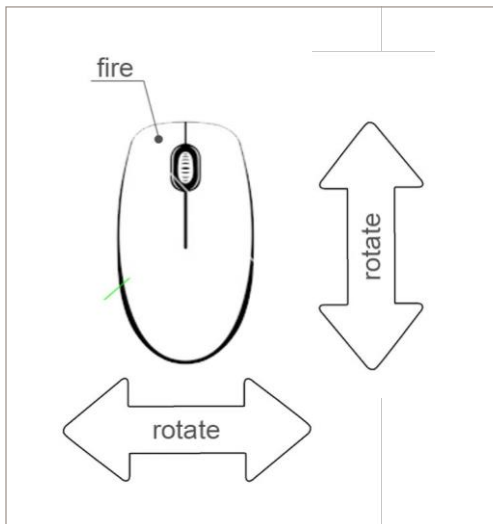
Game Camera

The camera is in first-person mode and will turn when the Player turns. You do not see the Player, but you will see the bow and arrow used to shoot the zombies.

Player

Player Characters

The Player is a survivor in a world overrun by zombies, whose weapon of choice is a sturdy, wooden bow and arrows.

Player Weapons

The Player has one bow and in infinite number of arrows. It takes only one hit to kill the Enemy.