Game Design Document

**Nightmares:**

This is a simple 3D virtual reality survival shooter where you stand in defence of your bedroom trying to shoot enemies who are zombie teddy bears that trying to eat you and take over your room. You have a gun and you are the last line of defence you must stand there and defend your room as your life depends on it.

**Controls:**

You use the Google Cardboard headset to play the game and you turn you head around to find the enemies and then you the button on the headset to shoot them. I can’t physically move but you can look around and shoot everywhere.

**Game Hierarchy:**

The game is comprised of one main survival mode where you stand in your room to defend it from the onslaught of incoming zombie teddy bears. You have infinite bullets and there are infinite enemies coming at you. You have a health bar that shows you how much life you have. You can take a couple of hits as your health will slowly deplete but you can’t just take hits as you will eventually die when your health runs out. The zombies also have health but it is way less than yours to you can kill them with your gun.

* Level Progression:

As this game is a survival game you don’t particularly have levels to progress to. However, you just try to survive killing as many enemies as you can so you can surpass your former high score. There is also some progression as the longer you last the stronger the enemies get and the increase in number as well but not too much as your health is not refilled.

**Sound Design:**

There is a sound playing in the background from the time the game is started. It is a sound that sounds like a scary movie sound, it is used to set the theme of the game and let you know and feel what kind of game it is going to be. When you start the game this sound continues to be played in the background as game is played to keep the mood going while you play. The other sounds you hear is those coming from the zombies that are coming for you. These sounds help you as the player to know where these zombies are coming from and so you can take them out before they get to you. There is also a sound when zombies are hitting you to let you know that your health is being depleted, this is because you can have enemies coming from any direction so you can know if you are getting hit from behind. The gun also makes a gun when it fires so you know it is being fired and to make it like a real gun as well.

Snapshots:



