Dead Core

*Official document.*

**Game Identity / Mantra:**

Large scale rougelike top down zombie shooter about a space marine cleaning the universe from a planet destroying plague.

**Design Pillars:**

Action-packed, time-limit and heroism.

**Genre/Story/Mechanics Summary:**

A space marine sets out to rid the galaxy of the plague that destroys planets from the inside out. Each planet has three generators and once all are active, they will rid the planet of the infection. Zombies rise from the ground. The darker it is the more violent they will become.

**Features:**

3D walkable planet. Upgrade system that allows you to upgrade your character when out of action. Day/Night difficulty levels.

**Interface:**

(PC) To move is the AWSD key and to aim in a specific direction, use the mouse. Shoot will be the mouse 1 button. Left shift will be Run. C will be crouch. (More will be added later on)

**Art Style:**

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve. (Complete this)

**Music/Sound:**

Include links to music and sound design like what you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player. (Complete this)

**Development Roadmap / Launch Criteria:**

**Platform:** Steam          **Audience:** Teenagers/Young adults.

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| **Milestone 1:** Prototype Completed  **Milestone 2:** Greybox Completed  **Milestone 3:** Verticle slice Completed | **Milestone 4:** Complete Game  **Milestone 5:** Polish Game  **Release period: Summer 2019** |