**Game Design Document**

**Grave Danger**

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**Section 1 – Game Overview**

**Overview:**

Grave Danger is a third-person RPG game located in a graveyard; It is the player’s goal to escape the undead zombies by defeating them and opening the graveyard’s gate. The game consists of waves of zombies where the player uses different items to defeat them and increase his/her score.

**Setting:**

The game is located in a spooky graveyard. The general theme of the game is spooky and scary as indicated by the assets used.

**Target:**

The main target audience of this game is people that are into thriller and strategy; with age ranging around 14 to 26.

**Section 2 – Game Background and Story**

**Background Story:**

You have spawned in the middle of a graveyard. From the ground emerges a wave of creepy zombies that are after your spirit. Will you join them, or will you escape?

**Player Story:**

The player exhibits the soul of a poor man that died next to a cemetery. As the player finds themselves between the undead, they decide to fight back.

**Section 3 – Mechanics and Gameplay**

**Objective:**

The player has to navigate through the map and defeat zombies to increase their score. Zombies are constantly spawned throughout the game and seek to damage the player. If the player reaches the required score, they get to open the gate and escape.

**Mechanics:**

First, the player is presented with their default weapon, the “Soul Orb”, that deals single shot damage to the enemies but has infinite ammo. As the game progresses, the player can find items spawning on the ground. There are 3 items that can be collected: The Spirit Shield, the Tomb Bomb, and the Possessed Ghost. The spirit shield protects the player from zombie attacks for a specific amount of time. The Tomb Bomb is a splash damage item that can be planted in the ground and will explode upon impact. The Possessed Ghost can be shot on the zombies but causes them to be confused and stop attacking the player for a certain amount of time.