**Game Design Document**

**World War X**

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**Section 1 – Game Overview**

**Overview:**

World War X is a first-person shooter action game located in a future time where Mecha Robots have taken over the city. It is the player’s goal to free the humans by annihilating these robots using a set of different weapons. The game consists of several waves of robots that the player has to go through in order to complete the game.

**Setting:**

The game is located in a city called Cyrut. From the lighting to the music to the story, the game revolves around a dystopian future/cyberpunk theme.

**Target:**

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

**Section 2 – Game Background and Story**

**Background Story:**

In a world where humans have reached a point of no return; AI Mecha Robots roam the streets reigning terror over their creators. A company called RoboCorp had released its newest model equipped with pristine AI technology and the most destructive lasers yet. What the world didn’t expect is the outbreak of these robots and their quest to end all humanity. Now, the city of Cyrut is swarming with robots with the humans either dead or hiding, as they hang on to the last bit of hope they have.

**Player Story:**

Xavier, a former employee at RoboCorp, has a deep sense of guilt as he was a contributor to this catastrophe and has to find a way to free the humans again. Knowing the technology behind the robots, he is able to create weapons that can destroy them. He sneaks into his lab, cooks up the most destructive weapons, and takes to the street. Xavier is ready to end the war once and for all!

**Section 3 – Mechanics and Gameplay**

**Objective:**

The player has to navigate through the map and defeat waves of Mecha Robots to win the game. In each wave, a bunch of robots are spawned and seek to damage the player The player has to avoid the robots’ shots in order to not die.

**Mechanics:**

The player owns 3 main weapons: The default gun, the laser gun, and the shotgun. The default gun is a long-range fully automatic weapon that does a fair amount of damage after shooting for a long time. The laser gun is long-range single shot weapon that does a good amount of damage. The shotgun is a short-range burst weapon that does a huge amount of damage when up close. The shotgun can even hit multiple robot enemies at the right distance and aim. The player can switch between the weapons using Q.

The player can navigate through the city using WASD to move, Shift to sprint, and Space to jump. Multiple ammo crates are found around the map for the player to pick up using E and refill their current weapon with a certain cooldown.