

# Game Design Document

Student Card number

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Game Name

Hunger.

## Game Story

Game backstory

Hunger. Hungry.

This is a game of zombies, and survival.

Each time you enter that zone, populated with zombies of various mutation, shape and size, you are risking your life for the chance of scoring the biggest goal.

The zombies are hungry.

They wait for your return.

They must feed.

It's never been the same since the outbreak.

## Character 1

Character name

Hero (doesn't have a name)

Character Design



Character backstory

[]

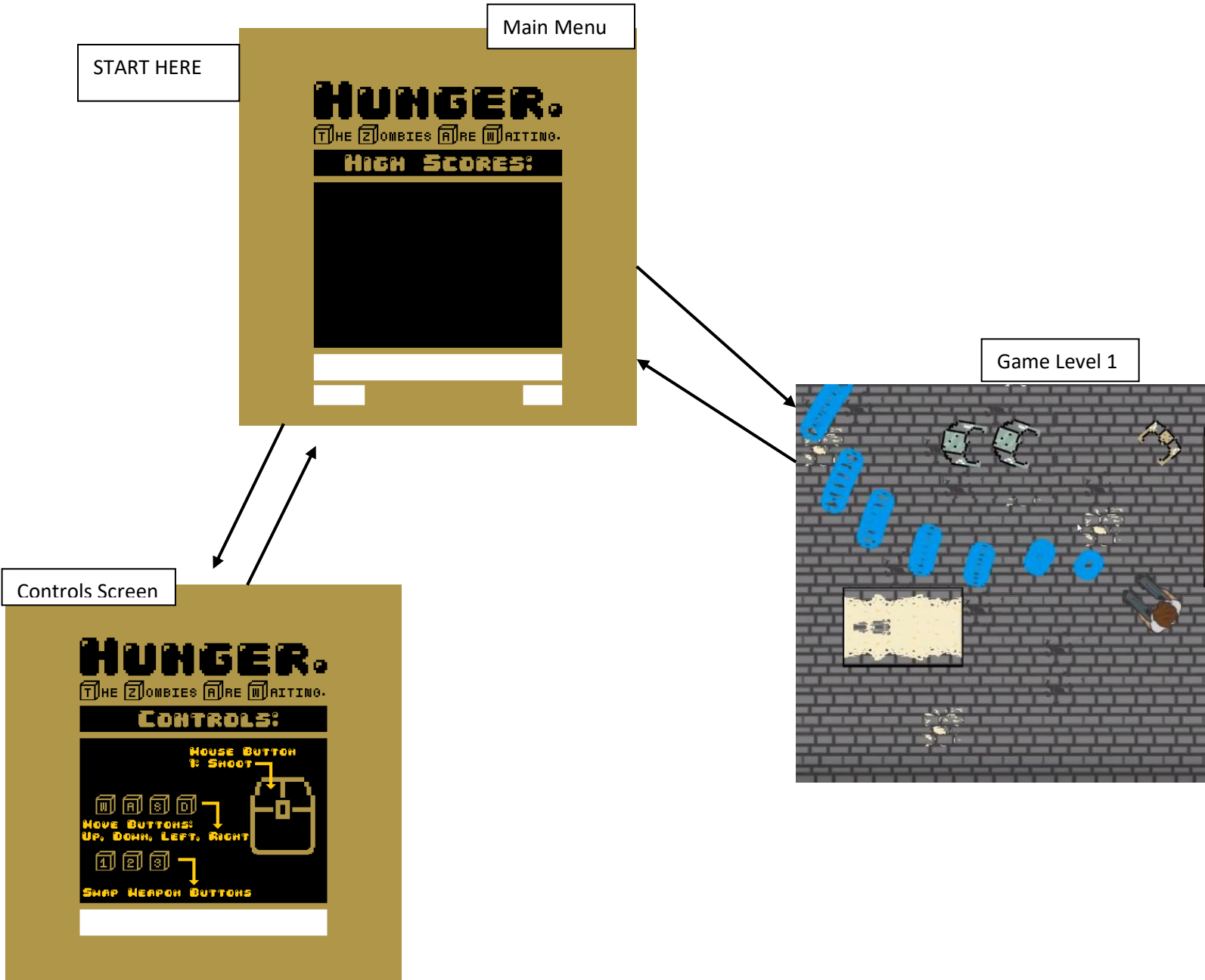
Stereotypes

[Action Hero](#)

## Menu System

# Menu Screens

Main menu screen diagram



Main menu screen description

START button

- Loads the Game Scene

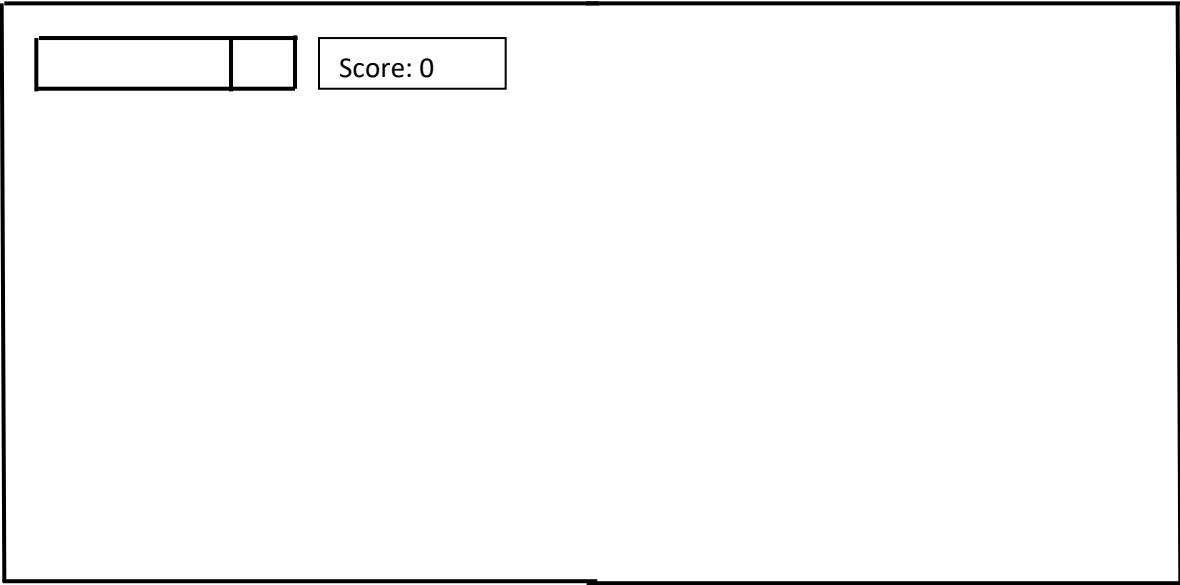
CTRLS button

- Loads the Controls Scene

EXIT button

- Quits the game and returns to Desktop

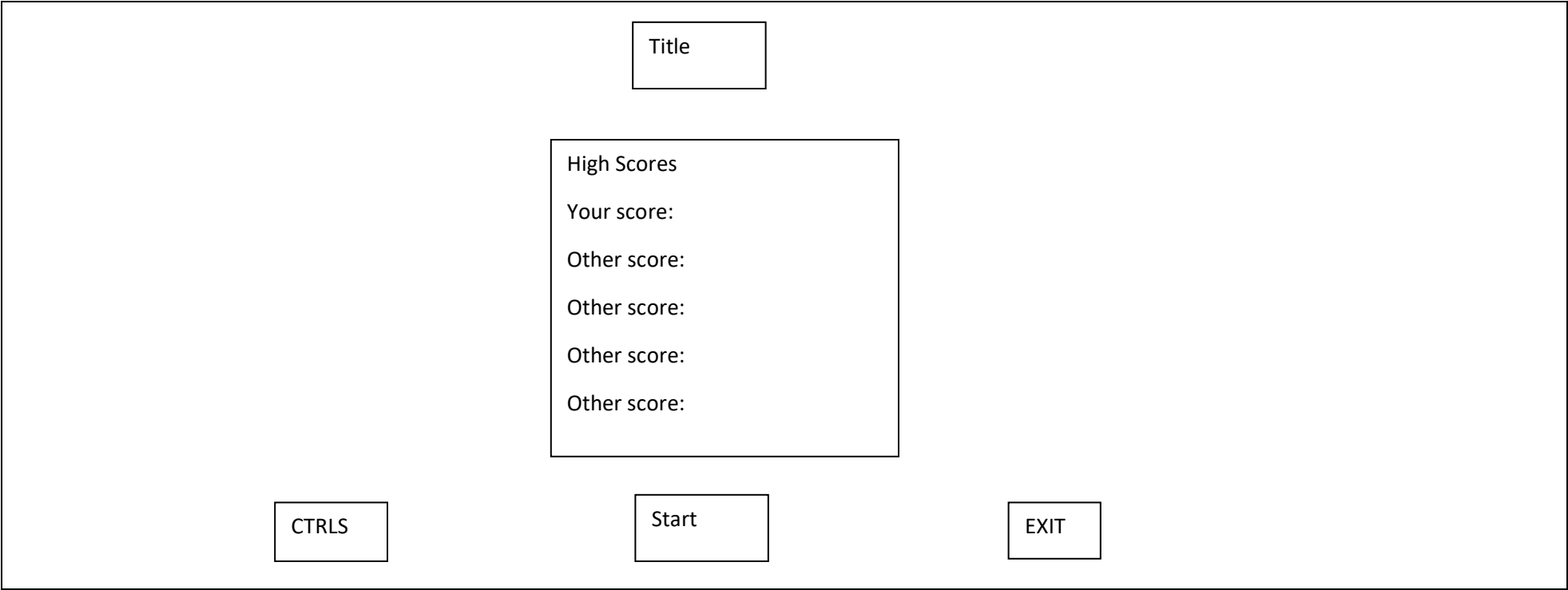
Game screen diagram



Game screen description

Player health
<ul style="list-style-type: none"><li>displays the player’s current health state</li><li>when the bar is all red, the Game Over screen will load automatically</li></ul>
Player score
<ul style="list-style-type: none"><li>displays the player’s current score</li></ul>

Game Over screen diagram




Game Over screen description

START button
<ul style="list-style-type: none"><li>Loads the Game scene</li></ul>
CTRLS button
<ul style="list-style-type: none"><li>Loads the Controls scene</li></ul>
EXIT button
<ul style="list-style-type: none"><li>Quits the game, returns to Desktop</li></ul>
High Scores
<ul style="list-style-type: none"><li>Shows all scores</li></ul>
Players end score
<ul style="list-style-type: none"><li>displays the final score of the last game, will display in red if highest score, will display in yellow if not highest</li></ul>

Game Elements

Player Character

Graphics



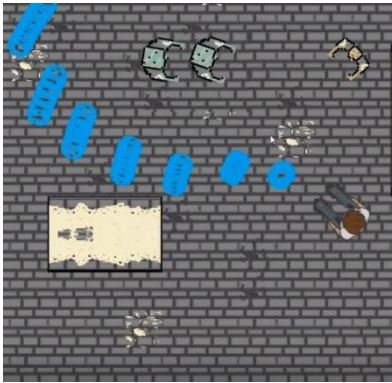

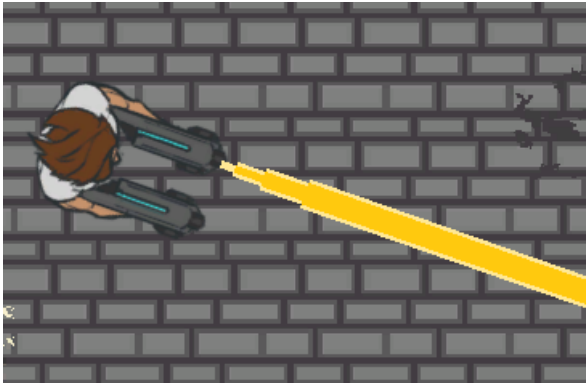
Character name	Graphics
Hero	

Settings

Property	Description	Type
Health	Player health. Ends the game if health runs out	int

Speed	Movement speed of the player	float
Turn speed (Smoothing)	Rotation speed of the player	float

Weapons

Graphics	
Weapon name	Graphics
Twin Pistols	Weapon 
	Bullet 
Shotgun	 <div>Weapon in action</div>
	 <div>Projectile</div>
Laser	 <div>Weapon in action with projectile shown as well</div>

Settings

Properties	Description	Type
Fire time	measured in seconds	float
Damage	Damage done to the target	int
Speed	Travel speed of the bullet	float
Destroy time	The bullet will destroy itself after this time if it hits nothing	float

Enemies

Graphics

Enemy name	Graphics
Zombie	
Strong Zombie	
Fast Zombie	

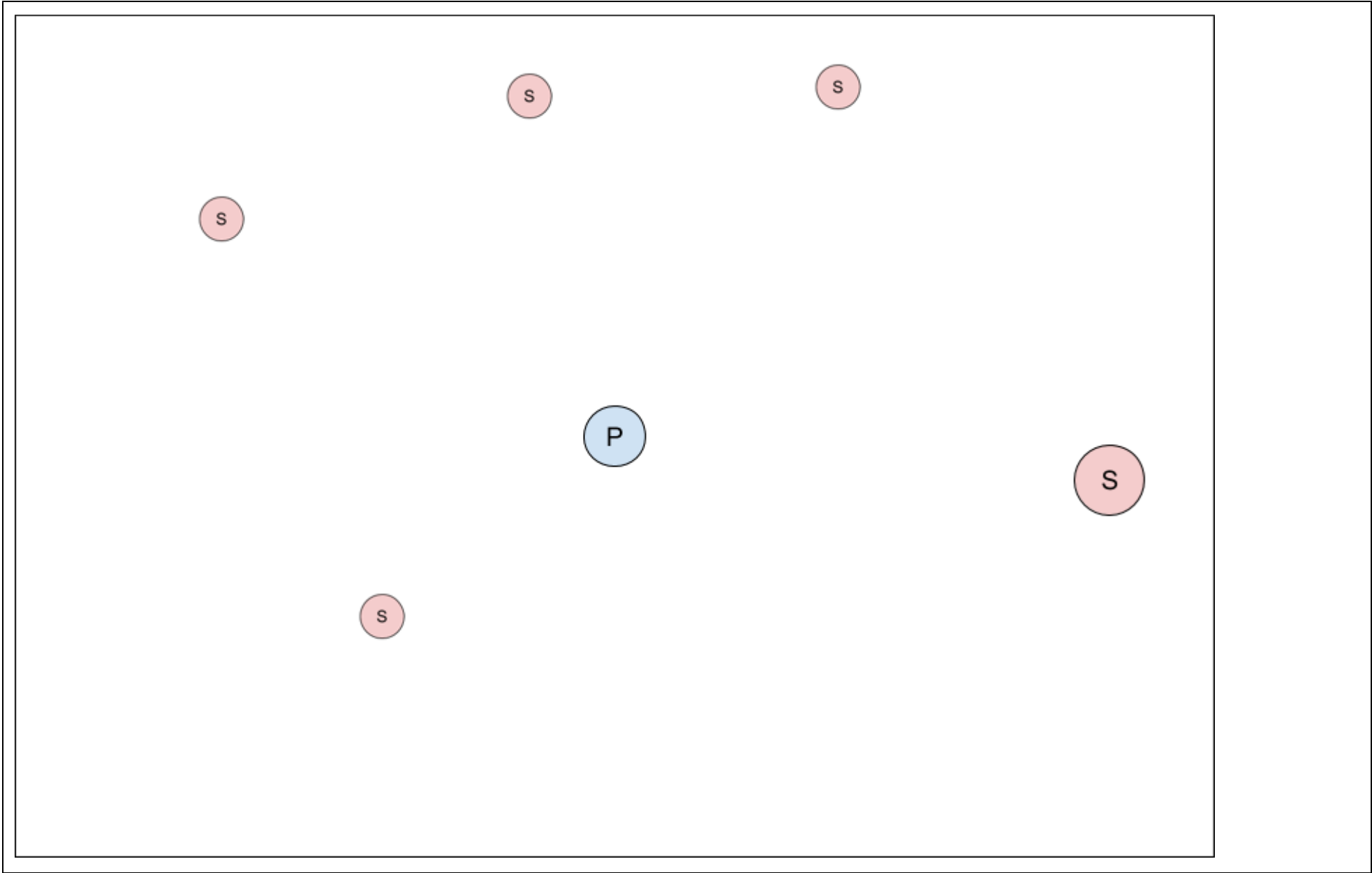
Settings

Properties	Description	Type
Health	Zombie health Zombie is removed from the game if it runs out	int
Damage	If the Zombie touches the player it will do damage for this amount	int
Speed	Movement speed of the Zombie	float
Turn speed (Smoothing)	Rotation speed of the zombie	float



# Level Diagrams

## Level 1



## Game Breakdown

### Space

- Top down
- Bounded
- Camera
  - Follows player on Horizontal and Vertical

### Rules

- Player
  - loses health when hit by a Zombie
  - game is over when player loses all health
- Bullet
  - dies when hitting something
  - dies after a short time
- Zombie
  - loses health when hit by a player bullet
  - adds to player score when killed

### Goal

Survive as long as possible or escape using the Exit

### Mechanics

- Running
- Shooting
- Avoiding

In game controls

Keys

- W - Move Up
- S - Move Down
- A - Move Left
- D - Move right

Mouse

- Cursor - Look at mouse position
- Left click - Fire weapon

Press Kit

Store icon/Logo



Core features

Top down gameplay  
Zombie shooting

Screenshots





Rating



Github Page: [https://github.com/fyreaken/CGD\\_zombieGame](https://github.com/fyreaken/CGD_zombieGame)

Itch.io Page: <https://fyreaken.itch.io/hunger>

Trello Page: <https://trello.com/b/QGKHNE3h/hunger-the-zombies-are-waiting-the-trello-board>