

# ZOMBIE STRIKE DESING DOCUMENT

## 1. Introduction

- **Game Title:**

Zombie Strike

- **Genre:**

Top-Down Shooter/3D

- **Platform:**

Mobile(Android,iOS)

## 2. Game Overview

- **Game Concept:**

Zombie Strike is a top-down shooter where players must survive waves of zombies, complete objectives, tring to get the highest score, and upgrade their weapons. The game emphasizes fast-paced action and strategic gameplay.

- **Target Audience:**

Pegi 7(Green blood)

### 3. Gameplay Mechanics

- **Core Gameplay:**

1. They enter level where they must survive waves of zombies.
2. Players earn points and currency based on their performance.
3. Points and currency are used to unlock new weapons, abilities, and upgrades.

- **Controls:**

1. Movement:Virtual joystick left side
  - a) No running only walks but faster than every zombie
2. Shooting:Virtual joystick right side
  - a) Manually aims and shoots
3. Abilities:Health pack, grenades
  - a) Running on them will trigger taking

- **Weapons and Upgrades:**

Weapons:

Pistol:

Base Damage:1

Base Fire Rate:1

Base Reload Speed:1

Uzi:

Base Damage:1

Base Fire Rate:3

Base Reload Speed:1

Shotgun:

Base Damage:10(Scatters)(10 particles/Each gives 1 damage)

Base Fire Rate:0.5

Base Reload Speed:0.5

### Grenades:

Base Damage:10/8/5(Layer area effects)

Base Fire Rate:1

Base Reload Speed:1

### Knife:

Base Damage:5

Base Fire Rate:1

Base Reload Speed:1

### Upgrades:

Fire Rate(1-10lvl)(x1.1 Upgrade scaling)

Damage(1-5lvl)(x1.5 Upgrade scaling)

Reload Speed(1-5lvl)(1.1x Upgrade scaling)

Health Pack(Count/Effect)(1-10lvl)(+1 Upgrade scaling)

Grenades(Count/Effect)(1-10lvl)(+1 Upgrade scaling/ x1.1 Upgrade scaling for every layer)

### Abilities:

Grenades(Max:10 Min:1)(Can be upgraded)

Health pack(Max:10 Min:1)(Can be upgraded)

## ● Player

### Health:

Base Health: 30(No upgrades, No stacks)(Only health packs can increase)

## ● Enemy Types:

Standart Zombies: Basic enemies with low health

Name:Standart Zombie

HP:5(int)

DP:5

Speed:5.0(float)

Skills:None

AI:Aggressive/Attacks Nearest

Attack:Melee

Score/Upgrade Points:Gives 5 points and upgrade points

Fast Zombies:Move quickly low health

Name:Fast Zombie

HP:3(int)

DP:2

Speed:10.0(float)

Skills:None

AI:Aggressive/Attacks Nearest

Attack:Melee

Score/Upgrade Points:Gives 5 points and upgrade points

Tank Zombies:Slow but have high health

Name:Tank Zombie

HP:20(int)

DP:10

Speed:2.0(float)

Skills:None

AI:Aggressive/Attacks Nearest

Attack:Melee

Score/Upgrade Points:Gives 20 points and upgrade points

Boss Zombies:High health and special abilities

Name:Boss Zombie

HP:30(int)

DP:Melee(10)/FireBall(5)(No following)

Speed:5.0(float)

Skills:Fireball

AI:Aggressive/Attacks Nearest

Attack:Melee/Ranged

Score/Upgrade Points:Gives 50 points and upgrade points

- **Objectives:**

Survive waves of zombies(Each zombie instance should have Min:5 Max:20)(50 levels after completing the levels enemy counts is going to be the same EnemyCountMax:200)

Collect items(Ammo/Health Packs)

## 4. Level Design

- **Environment:**

Using with the same models change the map design(5 map designs)

- **Level Layout:**

Start with selected map

Gradually increase difficulty with each spawn with zombie counts

Spawn Points for enemies and the player

## 5. Art and Audio

- **Art Style:**

Boxy style

- **Character Design:**

Unique designs and skins for the enemy types

Three skins for the Player

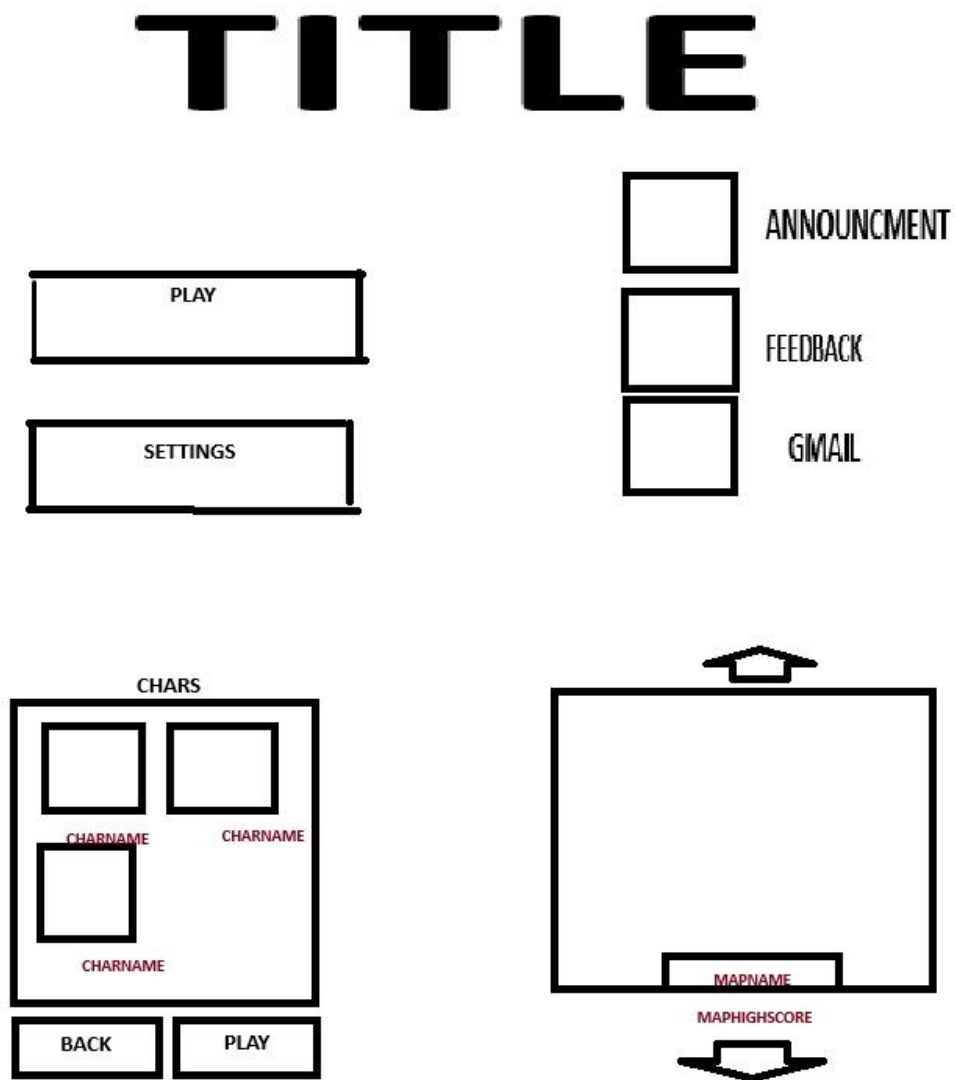
- **Audio:**

Intense background music for the play screen

Weapons effects and zombie interactions

## 6. User Interface

- Main Menu:

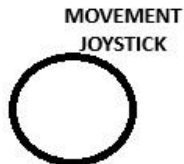


- In-Game HUD

Ammo count above the player

Left and Upwards Score

Left and Upward Grenade and health pack



- **Pause Menu:**

Resume  
Restart level  
Main menu  
Gun Upgrade

## 7. Monetization Strategy

- **In-App Purchases(IAPs):**

Cosmetic items (Character skins)  
Currency Packs  
No-Ads

- **Advertisements:**

After Death (Continue)  
Weapon Upgrade Ads  
Health Upgrade Ads

## 8. Marketing and Community Engagement

- **Marketing Strategy:**

Free ads

App title and description

App icon and screenshots

Video Trailer

App review sites

Research and use relevant keywords in app title(Google Keyword

Planner and App Annie)

Category Selection

- **Community Engagement:**

Regular Updates

Player Feedbacks

## **9. Development Time**