



PATH TO APOCALYPSE

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GAME OVERVIEW

Our game is inspired by “Project Zomboid”.

Path to Apocalypse, a zombie post-apocalyptic survival game, challenges players with the task of surviving in a world torn apart by rapid increase in chaos for as long as possible. It fuses together principles from survival among others with resource management, exploration in a dynamic, collapsing surrounding and also a turn-based combat when encountering zombies.

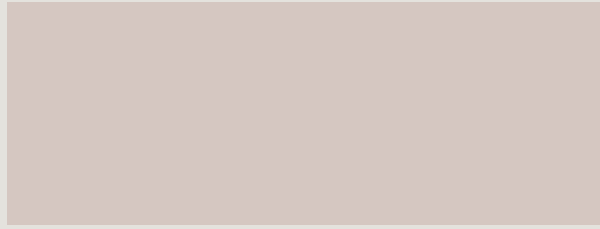


GAMEPLAY MECHANICS



Players assume the role of a survivor navigating a world overrun by zombies. The main goal is to survive as long as possible. Each day represents a new level of survival, beginning with relative ease and escalating in difficulty as essential resources dwindle and threats multiply. In order to foster exploration and risk-taking, every day presents its unique set of challenges or objectives that have to be met outside of the safety of the player's home base. Not meeting these requirements to facing zombies and other lethal threats at night due to a lack of necessary resources or uncompleted assignments by dusk.

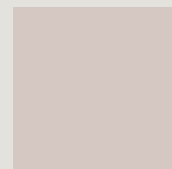
Whenever the player is caught by a zombie, a turn-based combat is initiated, if the player is well-fed, hydrated and especially armed, the attacks have more chances of being successful and the combat easily won but if not, the attacks become less successful and the risk of ending up killed or injured by the zombie is high.



STORY AND NARRATIVE

Initially, the game environment resembles the pre-apocalypse world, with functioning utilities, available food supplies, and minimal immediate danger. However, as days progress, critical resources decrease. Power outages become frequent, forcing players to rely on alternative light sources and prioritize their actions during daylight hours.

A key gameplay mechanic revolves around scavenging and managing resources. Players can only take with them the essential items they will need for survival like food, water, weapons and medical supplies. Additionally, there is also a home base in which the gamer can keep excess materials as they move along the game.



CHARACTERS

Interaction with NPC survivors adds depth to the gameplay. These characters offer side quests and tasks in exchange for valuable rewards like food, medicine, or weaponry. Finishing these quests does not only improve the player's probability of surviving but it also enhances the story and create a unified community in the world full of disorder.

ART AND VISUAL STYLE

Environments: After a zombie apocalypse, the game's environment will gradually worsen as civilisation crumbles and disintegrates. At first, the settings will include remnants of ordinary sights such as empty streets in city centres, unbroken houses and lawns conquered by weeds. Soon enough, this space would turn out to be unfit for life with rotten structures, temporary blockades and traces of people defending against zombies.

Characters: The character style emphasizes rugged survival aesthetics, featuring protagonists in practical scavenger-style outfits adorned with makeshift items, armor, and gear. Non-playable character survivors showcase diverse appearances and temperaments, reflecting the adversities they've faced and the unique histories that define them.

AUDIO AND MUSIC

Environmental Awareness: Audio cues will alert players to nearby threats or opportunities, such as the groans of approaching zombies or the discovery of valuable resources.

Emotional Impact: Music and sound effects will evoke emotions and amplify the narrative experience. For example, a haunting melody during a somber moment or an adrenaline-pumping score during intense combat sequences.

Feedback and Interaction: Sound effects provide immediate feedback to player actions, reinforcing the responsiveness of gameplay mechanics. Each action, from scavenging to combat, will have corresponding audio cues that enhance player engagement. The zombies are also drawn to loud noises.

Spatial Awareness: Utilizing spatial audio techniques, players will be able to locate threats or objectives based on directional sound, enhancing navigation and strategic decision-making.

Atmospheric Immersion: The combination of ambient sounds, music, and realistic effects will transport players into the game world, fostering a deeper connection to the game's narrative and challenges.

LEVEL DESIGN

Players start the game in a mostly intact city that grows larger gradually as they explore and hunt for supplies. Every level is one day long and has its own distinct section of the map for players to explore. Maps are supposed to be partially open so that you can follow directions or strike out on your own. The first few levels are easier because there are some buildings that have not been reduced to rubble yet, as well as roads and basic resources coming together.

As players progress, maps become increasingly hazardous, requiring strategic planning and tactical adaptation for survival. Advancement in the game unlocks new map areas, introduces more complex environmental challenges, and reveals secret locations with valuable treasures.

MARKETING AND PROMOTION

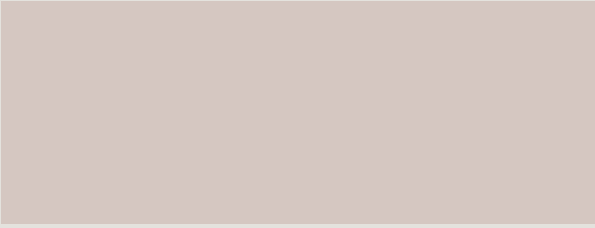
To reach and engage the target audience effectively, marketing strategies may include:

- Social Media Campaigns
- Influencer Collaborations
- Demo Releases and Beta Testing
- Cross-Promotions
- Community Engagement

Target audience:

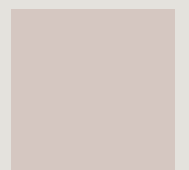
Survival Game Enthusiasts
Zombie Apocalypse Fans
Strategy Gamers

Path to Apocalypse will be positioned as a standout title in the survival and post-apocalyptic gaming market by emphasizing its unique blend of strategic gameplay, immersive storytelling, and dynamic world-building.



TIMELINE

- Pre-Production: 1 week
- Production: 1 month
- Testing and Optimization: 1 week
- Marketing and Promotion: 2 weeks
- Launch and Post-Launch Support:
Continuous updates and support post-launch



THE FUTURE

Looking ahead, our vision includes ongoing updates, expansions, and community-driven features that enrich the post-apocalyptic world with new stories, characters, and gameplay mechanics. We aim to collaborate with content creators, host special events, and continuously optimize the game based on player feedback. Our goal is to create a dynamic and engaging experience that evolves alongside its dedicated community, offering endless opportunities for exploration, strategy, and survival in a world forever changed by catastrophe.