**Game Design Document**

**Overview**

* **Project Creation Date:** November 19, 2023
* **Genre:** [Insert Genre]
* **Setting:** Apocalyptic zombie dystopia
* **Main Character:** Hacker residing in underground city

**Gameplay**

**Quests**

**Main Quest**

* The protagonist, a hacker, sees a TV ad for super pastas and embarks on a journey to find them.
* Challenges include interacting with various characters to inquire about where to find pasta.
* Need to defend from the zombos, cybers and server robots.
* Want to find the main elevator to get back to the surface to buy pasta.

**Side Quests**

* **HK - Hacker's Quest**
  + Encounter a small hacker in sector HK.
  + Get hacked by the hacker, leading to a unique adventure.
  + Recover from the hack and collaborate with the hacker for noodle-related quests.
  + Gives you the

**Characters**

**Hackin**

* Different bits required for hacking (e.g., zombo, door, computer, firewall).
* Bits increase exponentially with each level.
* Hack colors differentiate characters.

**Skill Trees**

* Character progression with stats enhancement.
* Physical and virtual categories for improvements.

**Sectors**

**Unique Sectors**

* **QG - Headquarters:** Player spawn and starting point.
* **CC - Control Center:** Central sector with end-of-level boss.
* **HK - Hacker Sector:** Features a unique hacker character.
* **A - Anarchy Sector:** Zombie-free community with items for purchase.
* **HA - Grand Hall:** Divided between zombies and enemy forces.
* **KAT - Katana Guy:** Crazy forge with katana and shuriken vendor.
* **DB - Database Sector:** Server-like area with challenging hacking.

**Recurrent Sectors**

* **HUB - Hub Sector:** Default, small sector with two doors.
* **IT - Internet Sector:** Corridor with hacking opportunities.
* **F - Firewall Sector:** Disabling firewall increases difficulty.
* **SE - Server Sector:** Contains virtual items.

**Optional Unique Sectors**

* **DOG - Cybernetic Animals Sector**
* **BIB - Library Sector:** Leads to the ocean.
* **C - Chest Sector**

**Easter Eggs**

* **404 - Room 404:** Post-final boss room unlocking Matrix passage.

**Generation**

**Algorithms**

1. **1.X Algorithm:** Room generation, connections, item placement.
2. **1.0 Algorithm:** Fully procedural generation for increased replayability.
3. **1.1 Algorithm:** Procedural room generation but not within rooms.
4. **2.0 Algorithm:** Sector creation before rooms. Organized generation.
5. **3.0 Algorithm:** Entire map on three tilemaps, cohesive yet random.

## Items

### Weapons

* Katana and shurikens.

### To Add

1. **Hoover Hacking (Legendary):**
   * Description: Legendary hacking operating system with HUD and unique items.
   * Acquisition: Found in the QG after the computer crashes due to noodle cravings.
   * Features:
     + HUD with a limited memory for storing hacks.
     + Initial challenge: Hack a chest of experience to proceed.
     + Teaches XP and leveling-up mechanics.
2. **GigaViolet (GV) Glasses (Legendary):**
   * Description: Glasses with an interface, providing night vision and extra illumination.
   * Acquisition: Found in the HUB.
   * Features:
     + Night vision and ambient blue light.
     + Reveals hidden doors and structures in the dark.
     + Upgradable with subsequent glasses found in other sectors.
3. **Speed GV Glasses (Upgrade):**
   * Description: Upgraded GV Glasses with a speed boost ability.
   * Acquisition: Found in a deserted subway in the METRO sector.
   * Features:
     + Active skill: Dash for a burst of speed.
     + Passive skill: Increased speed when triggered correctly in certain areas.
4. **3D Speed GV Glasses (Upgrade):**
   * Description: Advanced GV Glasses revealing 3D elements and encrypted doors.
   * Acquisition: Found in the SECTOR sector.
   * Features:
     + Unveils encrypted doors and internet walls.
     + Provides hints for connected zones.
5. **TV Hack (Item):**
   * Description: Activates the central screen in a sector, revealing hidden doors.
   * Acquisition: Found in the SECTOR sector.
   * Features:
     + Useful for obtaining sector information and hints about firewalls and servers.
6. **Friend Drone (Gameplay):**
   * Description: A friendly drone aiding the player.
   * Acquisition: Found in the DATA sector.
   * Features:
     + Assists in detecting enemies and items.
     + Enhances overall exploration and situational awareness.
7. **Dynamite Anarcho (Item):**
   * Description: Dynamite for breaking through barriers.
   * Acquisition: Found in the ANARCHY sector.
   * Features:
     + Clears blocked rooms with debris or wooden doors.
8. **Elevator Hack (Item):**
   * Description: Unlocks access to elevators, granting entry to hidden areas.
   * Acquisition: Found in abandoned servers or corrupted hard drives.
   * Features:
     + Elevators provide access to concealed spaces on ceilings.
9. **CD Player (Legendary):**
   * Description: CD player with a unique UI for playing music and unlocking doors.
   * Acquisition: Given by the hacker in the BATTERIE sector.
   * Features:
     + Plays CDs found in the game for various boosts.
     + Unlocks doors with sound signatures.
10. **Light Hack (Item):**

* Description: Activates lights, revealing surroundings but attracting zombies.
* Acquisition: Found in the DATABASE or FORGE sector.
* Features:
  + Illuminates dark areas.
  + Attracts zombies toward the player.

1. **Helium Shoes (Legendary):**

* Description: Legendary shoes with UI and item enhancements.
* Acquisition: Found in the HUB sector.
* Features:
  + Active skill: Dash for overcoming obstacles.
  + Passive skill: Angle Jump for propelling off room angles.

1. **Carbonelium Shoes (Upgrade):**

* Description: Upgraded shoes enabling advanced Angle Jump capabilities.
* Acquisition: Found in the HUB or KATANA sector.
* Features:
  + Advanced Angle Jump skills for faster traversal.
  + Resets speed upon wall contact.

**Objects**

**Doors**

* Various door types (Simple, Hackable, Dynamitable, Laser, Encrypted, Music, TV).

**Computers**

* Various functionalities.

**Chests**

* Item Chests
* XP Chests with Buttons
* Software Chests

**UI**

* HUD: Life and bit bars, minimap, drone bar.
* Pause Menu: Options and enlarged HUD.

**Exploration**

## 2nd Demo Description

The second demo introduces players to an extended and more challenging gameplay experience. Three distinct sectors await exploration, each posing unique obstacles and opportunities. Brace yourself as you traverse these interconnected realms, from the safety of your underground haven to the heart of the interconnected digital landscape.

### QG Sector (Starting Point)

* **Description:** Your QG serves as the initial point of embarkation. As a hacker with noodle cravings, your quest begins by navigating the familiar yet treacherous depths beneath the apocalyptic city.
* **Size:** Compact, with essential spaces for initial understanding.
* **Skin:** Rustic underground aesthetic with graffiti-covered walls.
* **Challenge:** Low difficulty, designed for orientation and obtaining the legendary Hoover Hacking OS.
* **Items:** Linuxack key required for sector progression.

### HUB Sector (Transition Hub)

* **Description:** Transition into the HUB, a pivotal crossroads where challenges intensify. Packed with diverse zones and increased complexities, the HUB demands strategic thinking and thorough exploration.
* **Size:** Expansive, with multiple areas and dynamic challenges.
* **Skin:** Industrial meets urban decay, reflecting the transition from underground to broader environments.
* **Challenge:** Moderate difficulty, featuring new upgrades and items to acquire.
* **Items:** Door hack key required for sector progression, along with various tools and enhancements.

### TV Sector (Final Challenge)

* **Description:** The TV sector serves as the culmination of the second demo, pushing your hacking abilities to their limits. Navigate through servers and confront formidable enemies as you strive to unlock the ultimate door leading to the end of the game.
* **Size:** Extensive, with intricate server structures and complex layouts.
* **Skin:** Futuristic and digital, with a server-themed aesthetic.
* **Challenge:** High difficulty, requiring mastery of acquired skills and knowledge.
* **Items:** TV hack key and Zombo hack capability essential for sector progression.

Prepare for a journey filled with hacking exploits, dynamic encounters, and the unveiling of the interconnected world. The second demo showcases the depth and variety that awaits players in the full game, providing a taste of the challenges and rewards that lie ahead. Will you emerge victorious, or succumb to the complexities of the digital apocalypse? The choice is yours

**Zone System**

* Create a system for assigning zones to areas within sectors.