Game Design Doc – Anthony, Dikota, Garrick, Mike

Setting/Atmosphere –

* The game takes place in a multi-level apartment or hotel building. The goal of the player is to find a way out of the building while surviving hordes of enemies. Game starts out during the early evening, so sun still out, but fading fast.
* The levels will be on the darker side, maybe using as much natural light as possible to keep things lit up, except for places where it would be absolutely pitch black otherwise (baring a few spots where we’ll use that for effect).
* Game starts with the classic trope of amnesia, and aside from some possible hidden away areas, no other friendly beings are in the building itself.
* Possibly a instructions coming from a radio the player picks up, which directs them to the exit?
* Few opportunities to get good looks at the outside world; The area around the building is destroyed.
* Environment is based on reality, i.e. no crazy scifi (can change)

Features /Gameplay–

* Changing time of day/weather. Time of day would change between levels, possibly after player gets knocked out.
* Fairly linear, but time permitting, we could add a few puzzle areas, which could potentially give the player some choice in progression.

Possible Set Pieces –

* Crossing a debris created bridge between two areas; must cross in time before bridge collapses/player is crushed
* Player must jump into elevator shaft, the bottom of which is filled with water.
* Player things they’re going to be able to exit the building at the bottom floor, but the exit is blocked by explosion/event.