**Game Design Document**

**Game programming**

Sir Omer Chattha

**Score: 5/10**

**Poor english, poor document.**

**Group members:**

Mubashar Azad **2369**

Muhammad Usman **2544**

Touqeer Ahmed **2328**

Zamama Zaman **2128**

1 project description:

This game is a 3D strategical game with a touch of horror and action. The story is based on the spread of COVID-19 on all over the world. World is affected by Virus and goal is to find the cure.

2 Characters:

The character is a secret agent who is working for a secret underground agency.

3 Story:

The peace of the world has been disturbed due to a deadly virus. The virus is well known as COVID-19 and has taken over the whole world in matter of no time. There are multiple agencies working on to stop the widespread of this deadly disease. In this game and agency named **XYZ** will send their secret agent ….

The peace in this world has been disturbed virus has been spared on this world by an evil scientist everyone in this world has been effected our agency has to take serious action in this situation and has sent their agent on mission to find the cure for the virus he has to capture the victims and take their dna to the lab where the agency scientist will take the dna and try to make an antidote of the virus.

3.1 Theme:

Justified text

This is a horror and action game as the world has been affected by the virus and our agent has to save the people on earth from this virus without getting effected. If our main agent fails to find the cure the whole world will be in danger.

Original text

This is a horror and action game as the world has been affected by the virus and our agent has to save the people on earth from this virus without getting effected. If our main agent fails to find the cure the whole world will be in danger.

4 Story:

The game start will the virus effecting one person and being spread all over the world. The first chapter is the training where the agency trains the user to fire weapons and controllers of game which user can skip. After completing training our agent has to do mission. Which gives him some clue where is the evil scientist is hidden.

5.1 Goals

Overall: stop the evil scientist and find the cure for the virus

Shortrun goal: save people who are not affected by virus

5.2 User Skills:

Shooting

Manage resource

Strategy

5.3 Game Mechanics:

The game will start from our main character assigned mission to protect the world from the virus and find the cure for the virus. Player would have to complete the mission and which will lead him to the final stage where he will arrest the main villain of the game and find cure for the virus the player would have to avoid being detected by people who are effected and would have to protect himself from getting effected

5.4 Items and powerups:

After some mission new weapons will be unlocked with more firepower and damage

5.5 Progression and Challenge:

At the end of each mission there will be more difficult boss

5.6 Losing

When the life of the agent hits zero user will lose game and the animation of screen covered in blood will be shown

6 Art style

Everything in this world will look like in chaos and destruction people effected in virus will be affecting the innocent

7 Music and sounds:

When the user completes an objective, he will be presented with music that will encourage him and when the person is detected by or spotted by enemy, he will hear an action music

8 Technical Description

Initially this game will be available for

Desktop computer

Later it can be available in

Android phones

Windows phones

iOS phones

9.1 Demographics

Age: above 13

Sex: Everyone

Initially free desktop game that is completely free