

Brutalist Studios

Game Design Document

General Information

Game Name: Zombi Slayers

Game Genre: Run 'n Gun, Platformer, Arcade, Singleplayer, Co-op, Offline

Platforms: PC and Game Labs Arcade Machine

Story and Theme

Theme and Story: Industrial serious gritty atmosphere during zombie plague outbreak from the eyes of 2 construction site workers trying to survive after the late realization of danger during a regular work day. Both characters are trying to survive and they make noise so they have to constantly run to safety. The story and details of it will be told with basic quality cutscenes.

Places: Currently 2 chapters are planned for the game. First chapter takes place in a construction site during the chaos stage of the city. The second chapter is a power plant but this is a subject to change once we complete all levels of Chapter 1. The chapters are going to have names that fit the atmosphere.

Gameplay Mechanics

Player Mechanics:

In Co-op mode players have to choose a character before they start playing. There are 2 characters they have to choose.

Character 1: His name is Woods. He will run in front of Fletcher if both players are running on the same floor. The distances between 2 characters never change. This character has the following abilities:

Melee attack with a sledgehammer that can kill every type of zombie with one hit and it is also able to break some of the obstacle types and enemy projectiles that players have to react to.

Character 2: His name is Fletcher. He has a SPAS-12 shotgun. At close range, if all shell pieces Fletcher fires from his shotgun hit a zombie, the zombie will lose 50% of it's health. There are a total of 6 shells Fletcher fires every time players press the attack button. Some zombie variants are going to require several full hits. Players that are playing as Fletcher has to manage their ammunition carefully and have to have good reflexes because they will not find ammunition in any floor of the level and their ammunition will be restored to maximum possible at the end of every level.

Shared abilities of characters:

Fletcher can initiate a slide but players have to time it almost perfectly to get across an obstacle that visually has a high gap under it. If players initiate the slide too late or too early they will “die”.

Woods can not slide and has to switch between floors every time he faces an obstacle or if he wants to avoid a projectile or melee attack from an enemy but as stated before he is able to break some obstacles and enemy projectiles if the players get the right timing of the sledgehammer attack properly.

Each time a player dies, they will lose a card. Each card represents the times they are allowed to die. Both characters have 3 cards but additionally Woods has a health mechanic. Fletcher is going to die in any hit the player takes. Projectiles of enemies deal smaller amount of damage compared to melee hits that Woods might take. If Woods runs out of health he will lose a card and will go back up to 100 health. If players lose all 3 cards they have to replay that level. Both players have 3 cards separately and if one player runs out of cards the other can keep running and try to beat the game by him/herself. Both characters can jump or fall down to change the floors they are running at with both actions having separate buttons and this change in floors that players are running on has no strict requirements. If players have a floor under the floor they are running on or have a floor above the floor they are running on, they can switch floors by jumping or falling down at any moment they want to do it.

Some obstacles in the game require players to jump or fall down to a lower level because those type of obstacles do not have a high gap under them that players can slide from under them.

Obstacles: If a player can not avoid an obstacle the player that is controlling Woods will lose 50% health and the player that is controlling Fletcher will die. There are 6 obstacle types:

Obstacles players can slide under + breakable by Woods

Obstacles players can slide under + unbreakable by Woods

Obstacles players can not slide under + unbreakable by Woods

Obstacles players can not slide under + breakable by Woods

Enemies: Every enemy visually represents a zombie because of the story of this game. There are currently 3 types of zombies:

Completely normal zombie: This zombie will run at players directly and will try to scratch them. Zombies can not switch floors. This adds further challenge for players because if they want a better score they to switch floors a lot and try to kill as many zombies as possible.

Fat zombie: This zombie is taller and wider and has a bigger hitbox compared to normal zombies. This zombie will only throw acid spit projectiles at players. One or more of Fletcher's shotgun Shell piece might get wasted on this projectile and he has to switch floors to avoid taking damage from it.

Woods is also not able to break this projectile and will lose 50% of his health if he can not avoid it.

Jacked zombie: You should be able to understand how this zombie is going to look from it's name. It has the exact same hitbox as Fat Zombie. He will function both like a normal zombie but also will spit flesh balls at players and if he gets close enough, he will initiate a melee attack exactly like normal zombies but one melee hit taken from this zombie can kill even Woods and of course Fletcher as well. As stated before Fletcher will die from any damage he receives.

Upgrades: At the end of every level the running speed of both characters will be increased to make the game more challenging. Enemies may come in more crowded and there might be more obstacles. To also balance things, the delay before Woods hits something with his sledgehammer after the player presses on the attack button will get shortened and Fletchers shotgun will become more accurate after each level that players beat.

Sound and Music

The game will feature 8-bit sound FX, 8-bit dialogue and 8-bit music.

Graphics Style

This is a pixelated style 2D game with a gritty, slightly creepy atmosphere in every level of it. This design applies to how the UI/UX of the game feels and appeals to the eye as well.

Level Design

The game will not have any procedural elements and every sequence, enemy location, obstacle position will be predetermined by the level designer. It will progress linearly and even visually it is entirely linear. The game will consist of 2 chapters in total and each chapter will have 3 levels.

Technical

This game will be developed using Unity and assets will be created entirely by the asset manager and asset assistant with most likely the exception of 8-bit musics in the game.

Notes

This document will be updated any time a change is made. Developers and instructors must carefully follow this document. Once we create a prototype of our game that resembles the gameplay explained in this document the document may increase in pages, changes will be made and this document will be replaced with the up to date version.