Corpse Run Design Document

2/6/2015

Fundamental Gameplay Functions

* Character must wander around a graveyard, performing exorcisms and avoiding monsters until caught. Each exorcism gives points.
* Basic character capabilities:
  + Move
  + Attack
  + Exorcise Gravestones
    - Stay within an area for a continuous duration of time
    - Protect a tape recorder chanting an exorcism
    - Possessed gravestones spawn one at a time
* Survival mode – monsters keep coming until character is dead
  + Scoring system arcade style – notes your high score at the end
* Obstacles:
  + Monsters will attempt to kill you
    - Rate of monster spawning speeds up as game continues
    - Type of monsters gets stronger as game continues
  + Physical obstacles, i.e. gravestones, gates, collision

Additional Features

* Hit point system for player and monsters
* Item pickups:
  + Major pickups spawn upon exorcising a grave
  + Minor pickups spawn on a timer
* Combat System:
  + Multiple weapons that can be switched between
    - Base weapon is an unlimited melee shovel
    - Pick up guns as you play – major pickups
    - Ammo is a minor pickup
      * Ammo is generic
      * Ammo pickups are semi-random
* Temporary status effects for monsters and players
* Multiple difficulty levels
  + Potentially difficulty-locked content

Necessary Code Components