

# **Basic Game Design Document (GDD): Game Dev - Project Phase 1**

## **DeadSync: Null Frequency**

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### **1. Game Overview**

- **Game Title:**  
DeadSync: Null Frequency
  - **Genre:**  
First-Person Shooter (FPS), Survival Horror, Rhythmic Action
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### **2. Game Concept / Storyline**

- **Short Description:**  
DeadSync: Null Frequency is a first-person survival shooter where enemies move and attack in predictable rhythmic patterns. The player must survive in an isolated town affected by the “Null Frequency,” a mysterious soundwave that distorts and reanimates the dead.
- **Story Summary:**  
A strange, pulsating signal has spread through an abandoned town, causing the dead to rise and move in unsettling, synchronized patterns. You are a lone survivor stranded deep inside the quarantine zone. Guided only by the distinct sound patterns of the

infected and the clues left behind by previous inhabitants, you must fight through waves of rhythmic creatures, adapt to their beat, and reach the origin of the "Null Frequency" to shut it down for good.

- **Main Objective:**

The player's primary goal is to survive each area by adapting to enemy rhythm patterns. They must fight their way through hordes of the dead to find and neutralize the source of the signal.

- **Theme & Setting:**

The game takes place in a dark, abandoned urban or rural town. The setting includes claustrophobic abandoned houses, foggy streets, eerie forests, and industrial warehouses. The mood is one of rhythmic, ambient horror, combining a sense of dread with high-energy action. The art direction will have a slight anime-inspired influence, noticeable in the color palette of the lighting and the stylized visual effects.

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### 3. Gameplay and Mechanics

- **Core Gameplay Loop:**

The player will repeatedly engage in the following loop:

- **Explore** a new area → **Encounter** enemies with distinct rhythmic patterns → **Shoot, dodge, and attack** based on the rhythm → **Collect** ammo and health from fallen enemies or the environment → **Clear** the area of all threats → **Move forward** to the next zone.

- **Player Controls:**

The game will use standard and intuitive first-person shooter controls.

- **Keyboard:** WASD for movement.
- **Mouse:** Aim and Shoot.
- **Interact Key:** 'E' or 'F' for picking up items and interacting with objects.
- **Ability Key:** 'Q' or 'Shift' for a special ability (e.g., agility increase, etc).

- **Rules & Challenges:**

- Enemies move and attack strictly on the beat of the background music, making their actions predictable but intense.
- Ammunition is a finite resource, forcing the player to make shots count.
- Different enemy types will feature unique and increasingly complex rhythm patterns.
- Combat encounters often take place in small, arena-like spaces to intensify the action.
- The environment will contain simple traps (e.g., explosive barrels) that the player can trigger to their advantage.

- **Rewards / Progression:**

- Players are rewarded with essential ammo and health pack drops after defeating enemies.
  - A key reward is the **Rhythm “Boost,”** a temporary damage increase granted to the player for successfully landing shots in sync with the beat.
  - Progression is linear; the player unlocks the next zone or level after clearing the current area of all enemies.
- **Game Modes:**  
The game will feature a single-player, story-driven campaign with linear level progression.
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## 4. Features

- **Rhythmic Enemy AI:** A core feature where enemies have simple AI driven by rhythmic patterns (e.g., step on beat 1, pause on beat 2, attack on beat 3).
  - **Varied Weapon Arsenal:** A selection of 3-4 distinct weapon types, including a pistol, shotgun, SMG, and rifle, each with different firing rates and damage outputs.
  - **Rhythm-Based Bonus System:** A system that rewards players with bonus damage for timing their shots perfectly with the music's beat, encouraging skillful play.
  - **Stylized Visual Effects:** The game will feature light anime-inspired visual effects, such as colored slash marks on melee hits and stylized muzzle flashes, to create a unique visual identity.
  - **Integrated Audio Design:** Background music, beat tracks, and stinger sound effects are synchronized with enemy movements and attacks to create an immersive audio-visual experience.
  - **Basic User Interface (UI):** A clean and simple UI displaying essential information such as the player's health, current ammo count, and a crosshair.
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## 5. Characters / Assets

- **Main Character(s):**  
The player character is an unnamed survivor. Their identity is kept minimal to enhance player immersion. The first-person view will only show standard hands and weapon models, requiring no complex character design.
- **Enemies / NPCs:**  
The enemies are simple, creepy humanoid models distinguished by their movement patterns.
  - **Slow Walkers:** Move and attack on a steady, predictable rhythm.
  - **Fast Stalkers:** Use rapid, complex beat patterns to close in on the player quickly.
  - **Heavy Brutes:** Move to long, slow beats but deliver devastating, high-damage attacks.

- “**Echo Wraith**” (**Mini-Boss**): Features a distorted rhythm with unpredictable pauses and feints to challenge the player's timing.
  - **Environment / Props:**  
The world will be built using simple, readily available assets to create the abandoned town setting. Required assets include:
    - Simple house models, wooden fences, trees, fog effects, and grass.
    - Urban props like broken streetlights, roadblocks, crates, and barrels.
    - Interior assets for locations like warehouses.
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## 7. UI Screens

(This section is a placeholder for your team to insert visual mockups, sketches, or mood board images.)

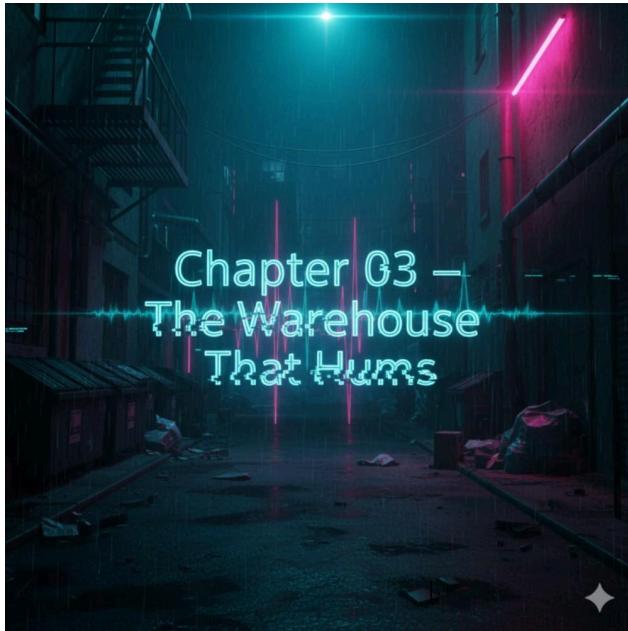
- **Main Menu:**



- **Pause Menu:**



- Chapter Intro / Level Complete Screens:



#### ***Music Aesthetic References:***

[https://www.youtube.com/channel/UCGC39HxudB\\_\\_YFcRe6ysRCA](https://www.youtube.com/channel/UCGC39HxudB__YFcRe6ysRCA) ( song artist )

[https://youtu.be/FbCxtTH5U\\_I?si=u\\_VtwrEFsT71N74e](https://youtu.be/FbCxtTH5U_I?si=u_VtwrEFsT71N74e) ( sample song )

[https://youtube.com/playlist?list=PL8pOJWN9V3\\_L EzLHeu5DJwUYw-TIp8nwW&si=rKf71ykzrlKriCm0](https://youtube.com/playlist?list=PL8pOJWN9V3_L EzLHeu5DJwUYw-TIp8nwW&si=rKf71ykzrlKriCm0) ( videos as reference )

#### ***Figma UI references:***

<https://www.figma.com/community/file/1554216312536974165>

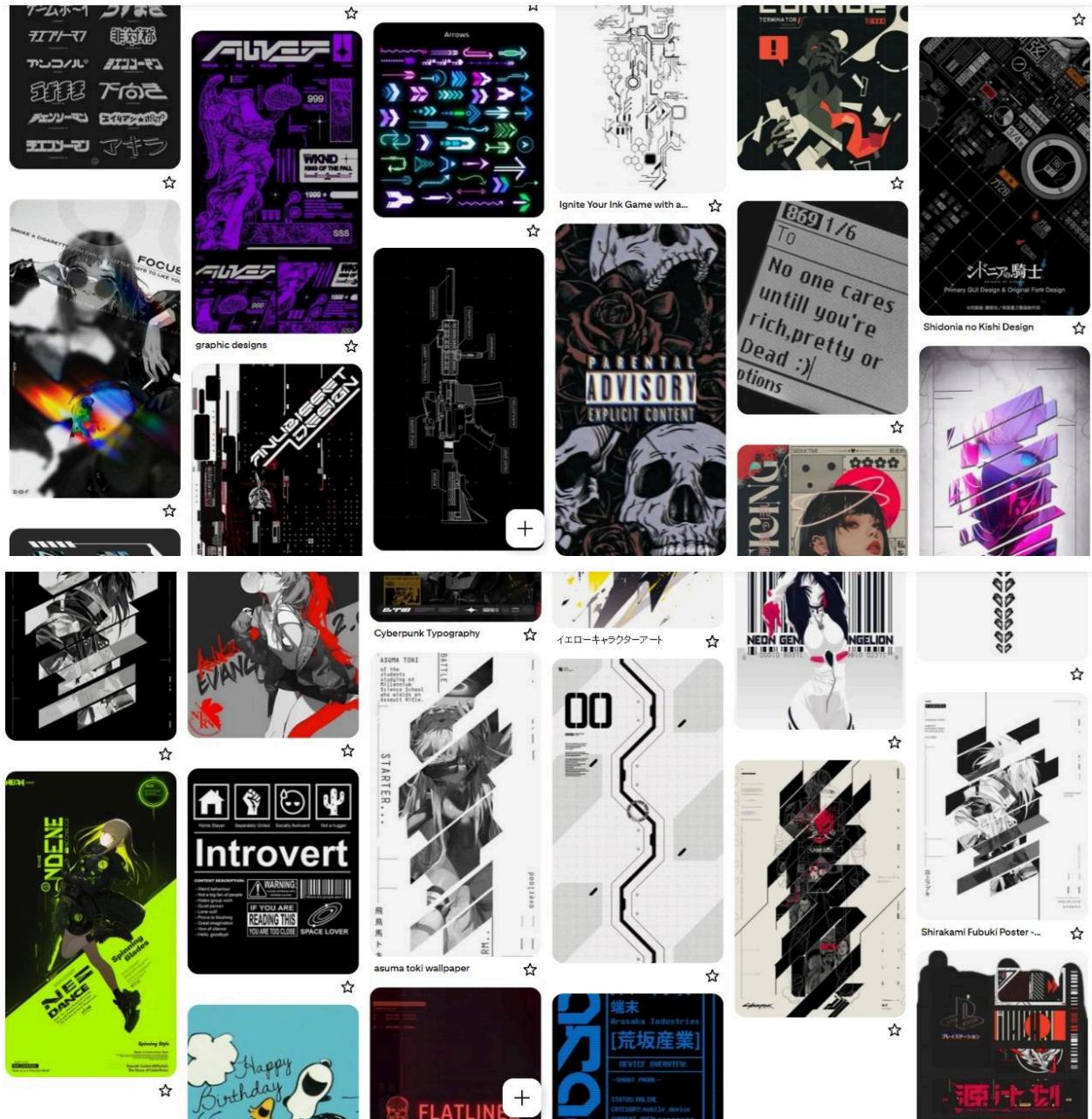
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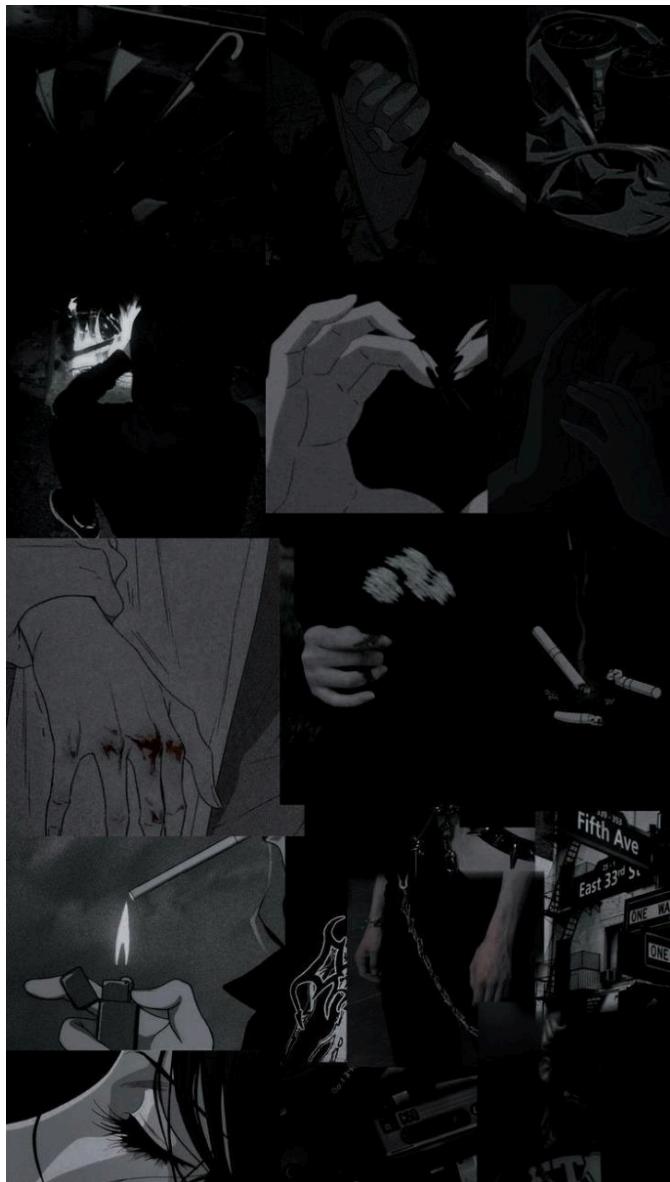
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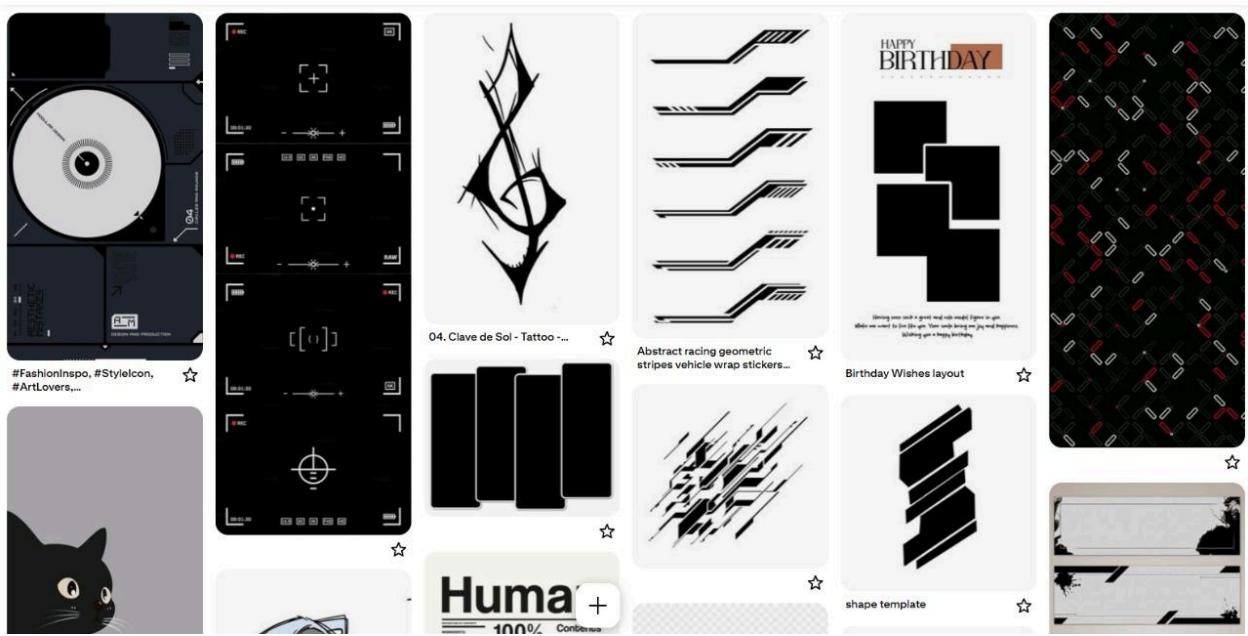
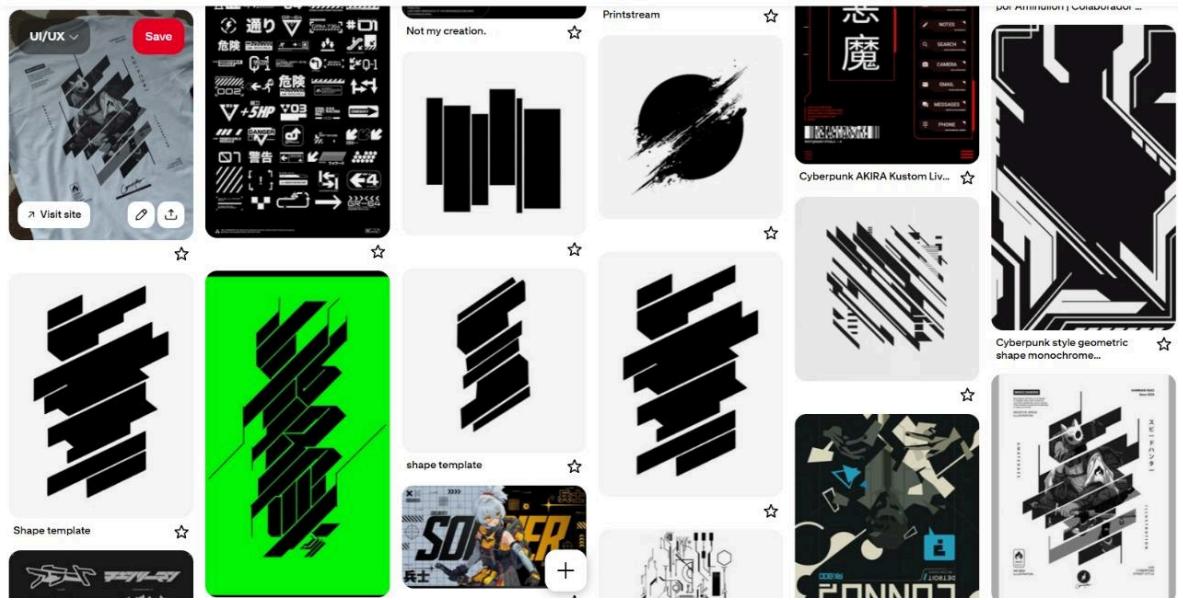
#### ***Mood Boards and Reference***

An entire moodboard of UI references and shit lol : <https://pin.it/3nxp451M6>

( images attached below )





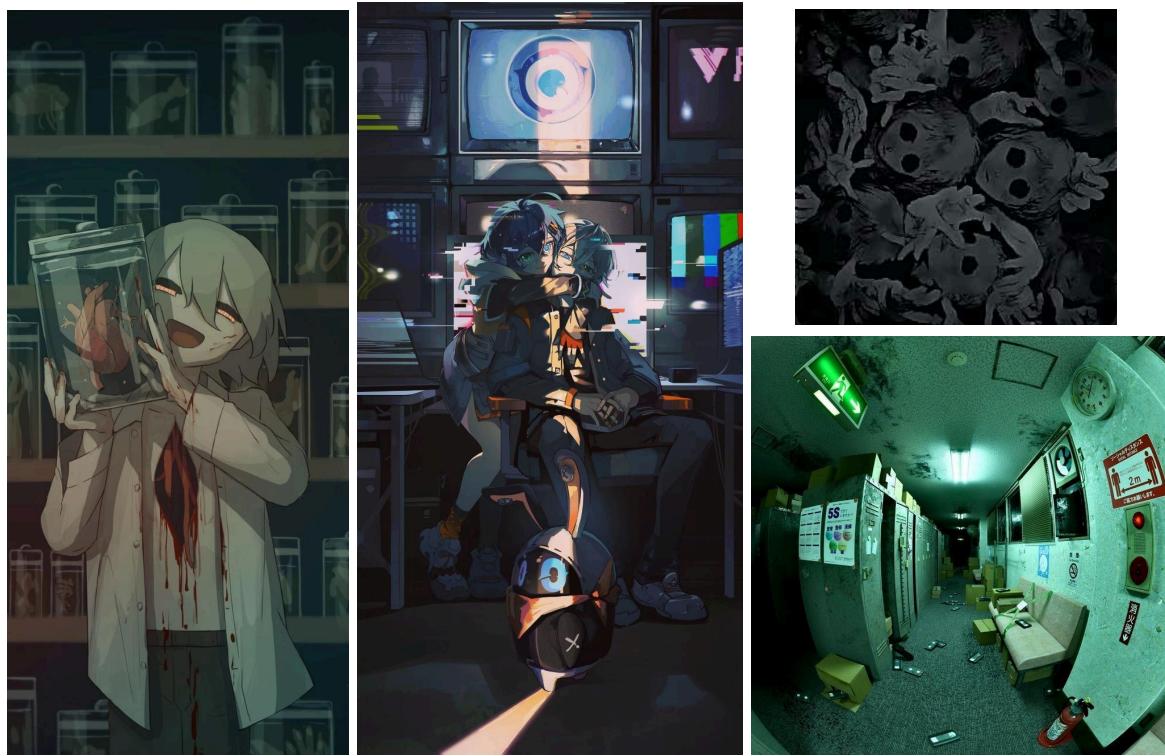
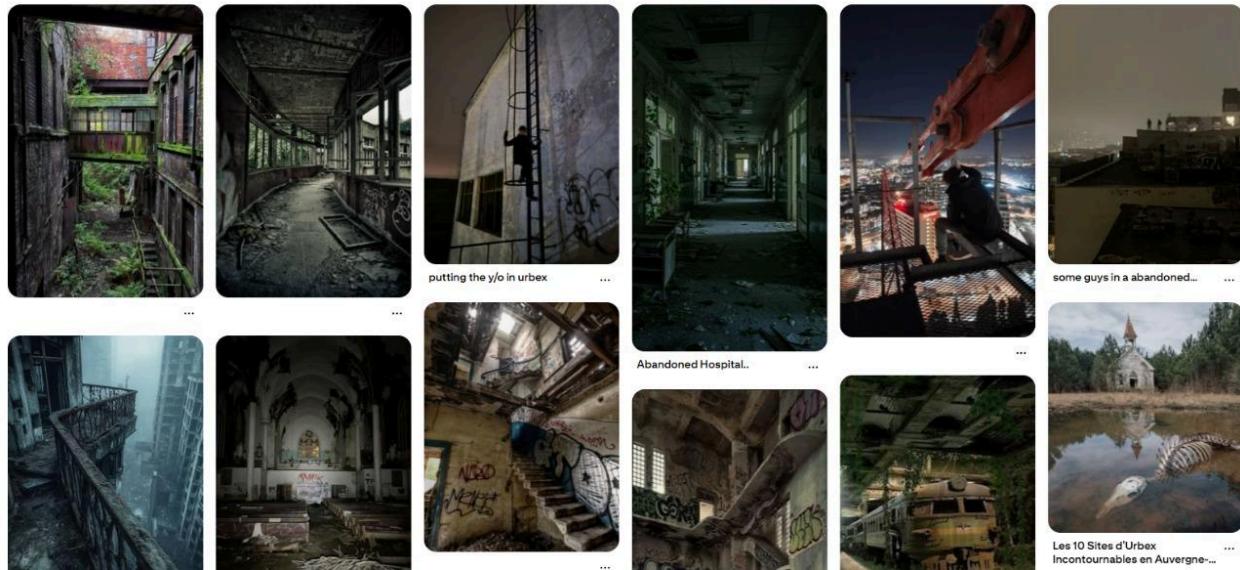


urbex

All Pins



Logo Background 77 Aesthetic Photo Outfit France Photography Photoshoot Video Exploring



## **8. Team Roles**

- **Programmer – Gameplay & Logic:**
    - Tauha Imran (22i-1239)
  - **Designer – Level and Visuals:**
    - Mustafa Kamran (22i-1013)
  - **QA Tester – Testing & Balancing:**
    - Rafay Khattak (21i-0423)
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