

LAST LIGHT — GAME OVERVIEW

Studio: Kato.8 Studios

Genre: 2D Survival Shooter / Base Defense

Format: Vertical Slice Demo (10–15 minutes)

Platform: PC (Steam)

Engine: Unity (2D URP)

1. High Concept

Last Light is a 2D top-down survival shooter where players defend a fragile home base from incoming zombie waves while exploring the surrounding area to gather **wood, stone, and metal**. These resources are used to repair the base and craft automated turrets — but all turrets and the player **share one global ammo pool**, creating tension and meaningful strategic decisions.

The demo showcases the core systems, gameplay loop, and visual identity of the project intended to become a full-scale commercial title.

2. Player Fantasy

- Hold out as the last survivor on a quiet, abandoned farm.
 - Venture into danger to gather materials for survival.
 - Build and place automated turrets to help defend your home.
 - Make tough trade-offs: fire your gun, or feed ammo to your turrets?
 - Survive as long as you can — or fall defending your last light.
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3. Core Gameplay Loop (Demo)

1. **Explore** the world beyond your base.
 2. **Gather resources** (wood, stone, metal).
 3. **Return home** before danger escalates.
 4. **Build and repair** using materials collected.
 5. **Defend** the base from zombie waves.
 6. **Manage the shared ammo pool**, balancing between offense & defense.
 7. **Survive** through multiple waves.
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4. Key Demo Features

4.1 Shared Ammo System (Signature Mechanic)

All bullets come from one global pool:

- Player consumes ammo while shooting
- Turrets consume ammo while firing

This forces constant moment-to-moment decisions:

- “Do I shoot now?”
- “Do I let the turrets handle this?”
- “Do we even have enough ammo to survive the next wave?”

This creates high tension and strategic depth without complex UI or systems.

4.2 Resource Gathering

Three resources form the demo's economy:

- **Wood** – basic building material
- **Stone** – stronger crafting material
- **Metal** – rare; required for turret creation

Nodes deplete with harvesting and respawn after waves or over time.

4.3 Base Defense

The player's home base has its own health bar:

- If base HP reaches zero → demo ends
 - Players can spend resources to repair it
 - One turret type is available:
 - Auto-targets enemies
 - Uses shared ammo
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4.4 Wave System

An escalating wave system drives tension:

- 3–5 waves total for demo
- Each wave increases zombie count & difficulty
- Between waves, the player prepares:
 - Repairing base
 - Gathering resources
 - Building turrets

5. Demo Scope (Vertical Slice)

Included:

- Single playable map
- One character class
- One zombie enemy type
- One turret type
- Shared ammo system
- Resource harvesting
- Base repair
- Core combat (melee + ranged)
- UI for health, ammo, resources, waves
- Basic sound design & VFX
- High-quality art direction

Not Included (For Full Game Later):

- Additional turret types
- Additional zombie types
- New maps or biomes
- Story or questing
- Weather/day-night cycles
- Meta progression

The demo proves the fun, tension, and identity of the game *without* extending scope.

6. Target Audience

- Players who enjoy:
 - Survival games (Project Zomboid, 7 Days to Die)
 - Base defense (They Are Billions, Kingdom: Two Crowns)
 - Resource-driven tension (Darkwood, Don't Starve)
 - Indie action games with tight loops (Brotato, Vampire Survivors)
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7. Art & Aesthetic Direction

Tone:

Moody, atmospheric, gritty — but readable and stylized. The goal is emotional intensity, not realism.

Visuals:

- Top-down 2D
- Clean silhouettes
- Contrasting dark and light zones
- Simple but expressive animations
- Clarity before complexity

Demo Art Pipeline:

- Hero assets: player, zombie, turret, base

- Core world assets: trees, rocks, scrap, props
 - FX: muzzle flashes, hits, dust, harvest effects
 - UI: HUD, icons, wave prompts, interaction markers
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8. Why This Demo Works (Investment Angle)

The demo demonstrates:

- Strong moment-to-moment tension
- Player agency in resource allocation
- A unique selling feature (shared ammo)
- A survival loop with clear expansion potential
- Systems that scale effortlessly into a full game
- Modern indie viability — small team, reasonable scope

Low cost demo → high ROI potential when expanded.

9. Future Vision (For Full Game Pitch)

Beyond the demo, the game can grow into:

- New turret types (flamethrower, sniper tower, shock turret)
- New zombie classes (fast, tank, ranged, mutants)
- Multi-map campaign
- Weather & day/night systems
- Persistent meta-progression

- NPC rescues and questlines
- Difficulty modes
- Consoles ports

The demo is a foundation to prove the gameplay identity.

The full game is a scalable, content-driven product with strong market promise.