

Zombies! (Build 1)

Game Design Document

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Premise

Zombies! is a twin-stick horde survival shooter in which you have been drafted as bait to both distract and reduce the incoming zombie horde from its end target, one of the last holdouts of humanity left on the planet.

Controls

Movement is like other twin-stick shooter games where one “stick”, in this case WASD, controls the movement of the player; and the other, in this case the mouse, controls the aim of the player.

The Primary fire is a simple bullet that flies until it hits something, and then does damage to that thing.

The secondary fire is a grenade that explodes upon contact.

Things that can be interacted with will glow gold when you are within range.

Controls	Description
W, Up	Move Upwards
A, Left	Move Left
S, Down	Move Downwards
D, Right	Move Right
Mouse Movement	Aim Player and Gun
Left Click	Fire Primary
Right Click	Fire Secondary
F	Interact with nearby glowing objects