

Zombies!

Game Design Document

Travis Waterman

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.

Effects

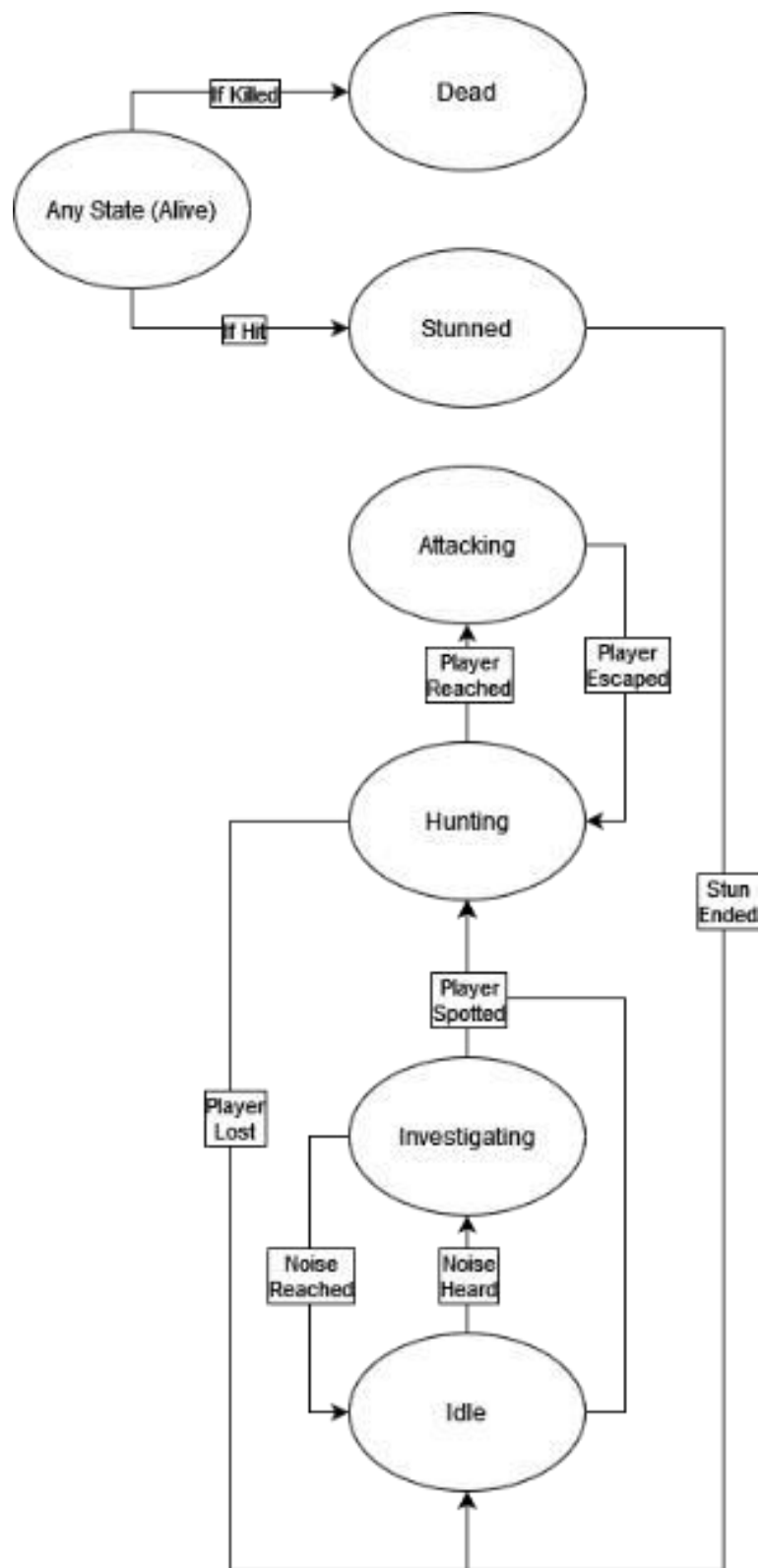
A persistent rain effect appears around the player.

An impact effect plays when a bullet collides with something

A smoke effect plays when the map switcher is within interaction range (glowing yellow)

Zombie Behavior

Zombies are object pooled



States

Idle State

In the idle state, the zombie is stationary but perceptive. It does not move or actively acknowledge the player and awaits audiovisual cues to investigate.

Investigate State

In the Investigate State, the zombie has heard a sound and is moving to investigate it. If it reaches the sound location without hearing any further sounds or spotting the player, it will return to the idle state.

Hunt State

In the Hunt state, the zombie has spotted a player and is actively pursuing them, this is difficult to escape and requires breaking line of sight and being quiet to escape. Zombies without a clear line of sight will return to investigation mode and investigate the player's last known position. If a zombie in the hunt state reaches the player, it will enter attack state.

Attack State

In the Attack State the zombie is actively hitting the player. (Currently Player Damage is not implemented.) The attack state can be broken by escaping the reach of the zombie, where it will return to hunt state.

Stun State

If a zombie is damaged, it will be momentarily stunned, this serves as a reset to the zombie's behavior and allows players time to escape. A zombie can be stunned from any state so long as it is still alive. As zombies are intended to be numerous and dangerous in hordes, the stun is gratuitous compared to the fire rate of the gun, to allow stun-locking with bullets.

Dead State

Upon reaching zero health, a zombie will reach the dead state. All behaviors are disabled in this state, and it is impossible to exit. The zombie is no longer a concern to the player.

Mechanics

Sound

Most actions in the game produce a sound. As your role as a lure requires drawing in parts of the horde and dealing with them, sound plays a unique role in managing how many zombies you have to deal with at once, both those present on (and eventually off) the map.

Footsteps produce a sound relative to your speed, so slower movement is quieter.

Firing your gun produces a very loud sound.

An exploding grenade is the loudest sound and is useful for drawing zombies to a location.

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 |