Game Design Document

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Title

Concept

You wake up in a futuristic (medical) bay and there will be a monologue telling you who and where you are, what has happened to the world and what your goal is. Then zombies attack the bay from different directions and you need to defend yourself and the antidote to cure the virus for a certain amount of time.

* If you get hit 3 times within a certain time, you die.
* If the barriers around the antidote lose all their health, you lose.
* If you and the antidote survive the whole time, you win.

Content

* Gun
* Player
* Zombie
* Main menu
* In-game menu / pause menu
* Lose screen
* Win screen
* UI
* Bullets
* Map / Level
  + Antidote barriers
* Spawns
* Monologues
* Game manager

Rules

* Character:
  + Movement:
    - .
  + Lives:
    - .
  + Gun:
    - .
* Zombie:
  + Movement:
    - .
  + Spawn:
    - .
  + Lives:
    - .
* Antidote barriers:
  + Lives:
    - .
* Game manager:
  + Time:
    - .
  + Score:
    - .
* Gun:
  + Shoot:
    - .
  + ~~Reload:~~
    - .

Ideas

* Low Poly graphics like Superhot, Unturned
* Apocolypse
* Defend yourself against incoming zombies like COD: Zombies
* Collectables:
  + Weapons
  + Ammunition
  + Shields
  + Health packs
* Timer or waves
* Reward in term of a trophy