

Zombie Island

Game Design Document

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<https://dizzle-bx.itch.io/zombie-island>

Team Team Name. Team Members / Areas of Expertise. (if applicable)	GG's Daniel Santana -Level design, Basic Programing, Basic pixel artist, Writer
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Introduction

The introduction should include a brief sentence or two about the game, its genre, player type, technical form, references and theme. Everyone that reads this should be able to understand what the basic idea of this game is.

A new purpose for the introduction can also be the reason for the concept and history of the game the concept is based upon. Here is a short list of subjects to address in the introduction:

Ask yourselves: How does it serve the game's **design goal**?

Design/Experience Goal Use specific language with 6 words or less. This should encapsulate a design direction informing every design decision you make.	Survival -Movement action shooter to win
Genre	Survival, Horror
Target Audience How will you target this audience? Why will they play your game?	14+ In order to target teenagers and adults I will need to try to add in horror theme music to get the feel of a survival game. Adding a sound effect when a zombie dies and also some type of blood would catch someone's attention. If I continue to work on this game, adding levels and different guns & perks would make a person interested in a simple survival game with a challenge to constantly run and shoot.
Platform /Control Scheme Keyboard & mouse (PC/Mac), controller (console or PC/Mac), touch (mobile), etc.	(PC/Mac) Keyboard &/or mouse.
Precedents / Inspiration/References for game Games, books, weird social elements, anything that can be referenced in making your game	My inspiration was Call Of Duty Black Ops 3. There's this zombie gamemode called Dead Ops Arcade which in fact is overhead and you have to team up with a group of 4 to run, shoot & survive to see which level you can make it too without losing. It has perks and power ups which is pretty cool. Losing made me want to keep trying with my brother until we eventually quit and tried other days.
How Many Players?	Single player

Game Analysis

Design Guidelines This is an important statement about any creative restrictions that need to be regarded and includes	Pixel Art Font - Pixel style font. 1 player Many zombies that keep spawning and chasing you.
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<p>brief statements about the general (i.e. overall) goal of the design.</p>	
<p>Mechanics, Dynamics, Aesthetics Breakdown</p>	<p>The player can move in four directions. Up, down, left & right and is also able to run diagonally. Pressing Z repeatedly will make your player sprint. You must press the spacebar in order to shoot your gun towards any incoming zombies. Aesthetics is pixel art.</p>

Game Description

<p>Genre Describe the genre using words (not just the category)</p>	<p>You must try to survive for as long as you can on a horror island. Shoot incoming zombies and keep your health from depleting.</p>
<p>Game Elements Game elements are the basic activities the player will be doing for fun during the game.</p>	<p>Players will be able to shoot zombies that are approaching the player. Players can sprint around the level at a quicker speed for an unlimited amount of time.</p>
<p>Theme What world does this game exist in?</p>	<p>Normal world with zombies that appeared on a faraway island from an unknown source.</p>
<p>Background Description Brief Background/Story/Synopsis</p>	<p>Zombies have appeared on a faraway island from an unknown source. The government of the USA trusts in the shooting skill you learned from the army to kill the zombie infestation before it spreads to the near cities. Can you kill all the zombies or will you lose your life on the job?</p>
<p>Game Outline What happens over the course of the game?</p>	<p>Over the course of the game the timer would keep going and zombies would keep spawning. The player never wins and will eventually die.</p>
<p>Detailed Core Mechanics How is it played? What are the player's goals? Challenges? Include diagrams of gameplay and all gameplay systems.</p>	<p>The player can move up, down, left, right and also diagonally. Pressing the Z button repeatedly will make your player sprint. Holding X locks your player, allowing you to strafe shoot. You must press the spacebar in order to shoot your gun towards the incoming zombies. The player's goal is to try and survive for as long as they can. The time at the time of death will be their score.</p> <p>Challenge - Zombies will keep on spawning and will never stop coming towards you from all directions. Eventually the player will be overwhelmed with the number of zombies around you.</p>

<p>Why? / Unique Selling Points Why should this game exist? Why will your audience play it? Would you download/install/play it? What are the <u>unique</u> selling points?</p>	<p>Zombie Island should exist because it's a game that has the potential to grow. Adding sound effects, visual effects and levels would make the game possible to even make some kind of profit. Who doesn't like a running shooter survival game? It's possible to even add waves and power ups if I really wanted 2. My audience would play it because the game would be interesting and not stressful. Who doesn't like killing zombies? It gets straight to the point and starts off with running and shooting instead of having a slow introduction.</p>
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Logistics

<p>Development Tools/Technologies</p>	<p>GDevelop 5</p>
<p>Development Timeline/Outline (if relevant)</p>	<ul style="list-style-type: none"> ● Week 1 - Plot of the story ● Week 2 -Creating pixel overhead zombies and player ● Week 2.5 -Level Design, Coding mechanics, run, shoot, loss of health after collision, A.i, etc ● Week 3 -Play testing my prototype while building ● Week 4 -Sound design after collisions, level theme song ● Week 5 -Playtest analog prototypes of core mechanics; complete script ● Week 6 -Develop core mechanics in digital form ● Week 7, 8, 9, 10, 11, 12 - Add new mechanic, fix bugs, playtest ● Week 13 - Released Beta, Playtest
<p>Art Asset List List of ALL art assets that will go into the game</p>	<p>Pixel art Assets - Human, zombies, bullet, sand, rocks, medkit</p>
<p>Code Script List This should be informed by the design elements</p>	<p>Movement for the player -Up, down, left, right, diagonal movement. Pressing Z boosts your players speed. Holding X enables strafing. Spacebar shoots a bullet out your gun. Enemy Spawn - Enemies appear constantly. A.i system - Zombies chase you if you're on their radius. (increased size of the area so they chase you even if you're very far). Health system - Health drops when you touch a zombie. Medkit - Medkit heals 50% of your health.</p>

Game Atmosphere

In the game atmosphere section, it is best to have a mood board or a clear description of the game's style. This is a good place to start interacting with a graphic designer.

Atmosphere Mood Board Could be a link to a pinterest board or image	https://www.pinterest.com/danielasantana0173/zombie-island/
Character/Units Sketch & Description	Human player - Pixel art. Circle for the head and hands. Round cylinder for the arms. Cylinder for the gun on the hand. Zombie - Pixel art. Circle for the head and hands. Round cylinder for the arms.
A Level/Location Sketches and Descriptions	Sand - Pixel art. Tan paint with pinkish lines and a white wavy outside layer. Rock - Pixel art. Gray shades with dark and light spots. Lumpy black outside layer.
Audio Description	Using sounds from freesound.org Sounds are for the background music, bullets, medkit, start screen and gameover screen.

Game Play

The game play section is utilized to create a descriptive paragraph about how the game is played.

The idea is that you want the person to imagine they are actually playing the game. Try not to use generic (i.e. broad, non-descriptive) names when writing about the game play.

Example: Few readers want to hear statements such as: "enemy_1 will have more hit points than enemy_2." Instead, it is better to make statements such as: "the Lazarus Fighter has more armor than the Apollo Fighter."

This outline will vary according to the type of game.

Game Options & Modes	1 game mode Survive - The human player will move around the level and shoot at the same time. Health will spawn randomly for the player to pick up. The human has more health than the zombie.
Background Description Comprehensive Background/Story	You're a top ranked soldier from the army. The government calls you in to send you off to an island infested with zombies and wants you to get rid of the source. Unfortunately there is no way out once you reach the island because the ship's engine failed on arrival. Stacked with a plethora of ammo you fight for your life and survive until you die.

Game Elements/Levels	<p>1 level</p> <p>Island with a sand background surrounded by rocks. Zombies will spawn from every direction and attempt to chase you.</p>
Player Controls	<p>The player is able to move up, down, left and right with the ARROW KEYS.</p> <p>When you press the SPACEBAR the player can shoot bullets to eliminate the zombie</p> <p>Press Z repeatedly to run faster than usual.</p>
Winning	<p>There is no winning condition. The player will eventually die from being overwhelmed. Zombies will keep spawning and get faster with time. It's a matter of how long can the player last before losing all your health. The timer would show how long you survived in the end screen.</p>
Losing	<p>You lose once your health has fully depleted.</p>
End	<p>The end will show you the time you survived and also how many zombies you killed. That would be considered the player's personal score.</p>

Key Features

Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

Number of Levels	1 level
Numbers of Enemies/Characters	Unlimited number of zombies.

Typical Gameplay Time Length	1 - 15 minutes. (Could be longer if the player gets good at the game).
Replayability	Players will be able to retry if they lose.
Audio and Video Specifications	<p>Freesound.org</p> <p>Credit:</p> <p>Background music - https://freesound.org/people/Sami_Hiltunen/sounds/580933/ licensed under the Creative Commons 0 License</p> <p>Start Screen - https://freesound.org/people/Hybrid_V/sounds/320951/ licensed under the Attribution 3.0 License.</p> <p>Game Over - https://freesound.org/people/MATRIXXX_/sounds/435201/ licensed under the Creative Commons 0 License.</p> <p>Medkit - "Taiki" https://freesound.org/people/taikodrum/sounds/644306/ licensed under the Attribution 4.0 License.</p> <p>Bullets - https://freesound.org/people/Bird_man/sounds/275151/ licensed under the Creative Commons 0 License.</p> <p>Zombie - https://freesound.org/people/Breviceps/sounds/445983/ licensed under the Creative Commons 0 License.</p> <p>Big Zombie - https://freesound.org/people/gneube/sounds/315844/ licensed under the Attribution 3.0 License.</p>

GDD Design Document

This document describes how game objects behave, controlled and properties they have. This is often referred to as the "mechanics" of the game. This documentation is primarily concerned with the game itself. This part of the document is meant to be modular, meaning that you could have several different Game Design documents attached to the Concept Document.

Game Matrix

The game matrix is a spreadsheet containing the generic names of the player and antagonistic elements and their game properties. This should allow an easy cross reference for any elements in the game that have numerical or other descriptive values associated with their name.

Game Flow Chart

The game flow chart provides a visual of how the different game elements and their properties interact. Game flow charts should represent Objects, Properties and Actions that are present in the game. Flow chart objects, properties and actions should have a number reference to where they exist with in the game mechanics document.

- Menu
- Synopsis
- Game Play
- Player Control
- Game Over (Winning & Losing)

Player Properties

Make a list within the player properties section that defines the properties for each player. Player properties can be affected by player's action or interaction with other game elements. Define the properties and how they affect the player's current game.

A suggested list of player definitions may include:

- Health
- Weapons
- Actions
- Etc.

Each property should mention the feedback as a result of the property changing!

User Interface (UI)

This is where a description of the user's control of the game can be placed. It is also recommended to think about which buttons on a device would be best suited for the game. Consider what the worst layout is, then ask yourself if your UI is still playable?

A visual representation can be added, where we relate the physical controls to the actions in the game. When designing the UI, it may be valuable to research quality control and user interface (UI) design information.

- Default (Status): What are the default settings for the player at the beginning of the game or level?
- Actions: What can the player do?
- Information (Status): What information about the game is available for the player?
- Default Properties: How does the player begin the game?
- Winning: How can the player win?
- Losing: How does the player lose?

Heads up Display (HUD)

The HUD section is where a description of any graphics that will represent information during game play should be described. A visual representation (mock-up screenshot) here would be useful.

This is another good place to seek the advice or collaboration of a graphic designer.

Player View

A screen shot is very necessary in the player view section.

It is also beneficial to include a definition of how the camera moves for the player.

Finally, a (mock-up) overview of the level relative to the screen size will help create a perspective of a levels size compared to what is actually seen.

Enemies/Elements

Antagonistic Elements

This is where a list of antagonistic (i.e. enemies, opponent) objects should be listed with graphics and written description.

Describe the terminology that you used to describe antagonistic properties.

Devise two sets of names for player elements. One set is a generic name (or code) and the other is its game name.

This is another good place to collaborate with a graphic designer to ensure the game graphics match the game titles, names, and descriptors.

Antagonistic Definitions

This where a description goes of what makes an antagonistic element.

Antagonistic Properties

This is a list of properties that antagonistic elements have in common.

Antagonistic List

This is where a list of all the antagonistic elements goes.

Artificial Intelligence (AI)

This is where visuals and written description(s) of the antagonistic element's behaviors. These should be labeled in such a way that they can be used in level design without having to describe them again.

Devise generic names for repetitive behaviors.

This is how an AI action could be deconstructed:

- Normal State: What is the object doing if it has not come in contact with the player?
- Detection State: What does it take for this object to detect the player?
- Reaction State: What does the object do as an action after passing the reaction state?
- End State: What happens to the object after player has reacted correctly or incorrectly to object?

Story & World

The Story

This is where the story can be described in detail. A story board can be used to tie in graphics to the text. This can later be used for splash screen concepts.

The Story Copy/Script

A shorter version of the story (the in game version) should also be written here. This is where the script for in game characters or story information during the cut scenes would be placed. This category does not always pertain to the current Game Design.

Concept Art

Sketches that are used for the concept can go into this section as visual reference. In the case of a brand, certain creative restrictions should be noted here. This is a good place to collaborate with a graphic designer to ensure game graphics match game names.

Level Design

This is where information pertaining to level design and visuals of the level design goes. Level design can best be shown as a flow chart. Use generic names to create level design.

Playtesting Reports (9 total, 3 from each person)