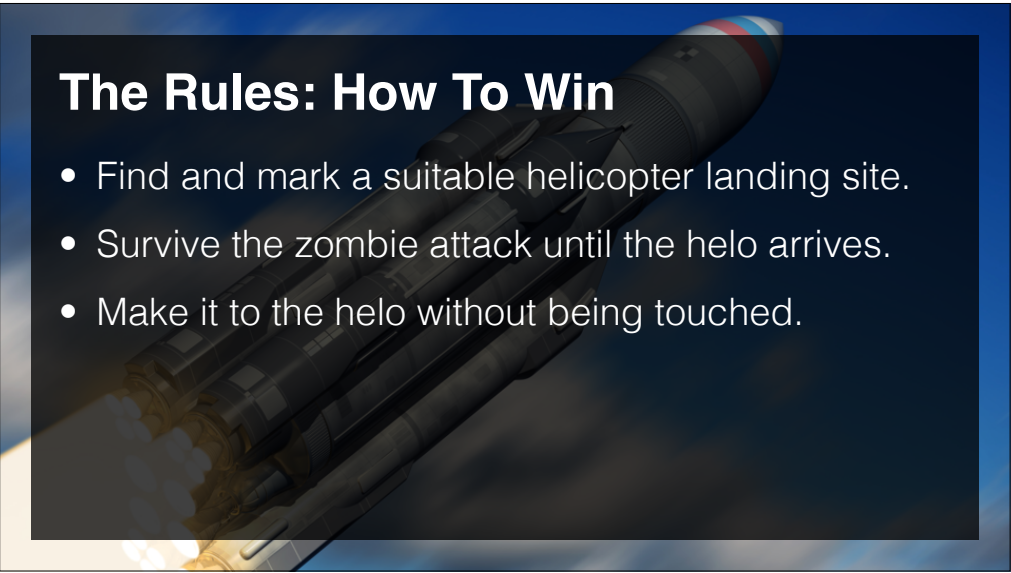# Game Design Document

About this document

- A brief specification of your game.
- Can change as you go along.
- Meant to help keep you focused
- … and to remind you of your original idea.
- We suggest you write one every time.

The Concept

- You wake-up in a zombie nightmare.
- You're an advanced soldier with AR goggles.
- Your instinct is to call a helicopter for help.
- You then use the terrain, and your wits to survive.
- Until the helicopter arrives and saves you.

The Rules: General

- Player starts at one of 5 spawn points.
- You must find and mark a suitable landing site.
- A helicopter will be with you in 3 minutes.
- Zombies spawn and path-find to your position.
- You shoot zombies, and collect a gun upgrade.

The Rules: How To Win

- Find and mark a suitable helicopter landing site.
- Survive the zombie attack until the helo arrives.
- Make it to the helo without being touched.

The Rules: How To Lose

- If a zombie touches you, you lose & re-spawn.
- The clock starts back at 3:00 if this happens.
- Zombies may be able to shoot you too!
- Falling into deep water kills you.
- Falling too far off a cliff kills you too.

You are scored on…

- How long it took you to call the helicopter.
- How many zombies you killed.
- How few times you were killed.

The asset requirements

- An environment of at least 600 x 600m.
- At least one gun to pick-up, e.g. assault rifle.
- A helicopter asset for collection.
- Many sounds for helicopter, zombies, radio, etc.
- Some basic story script to set the scene.