

-- Darkseekers --

Design Document

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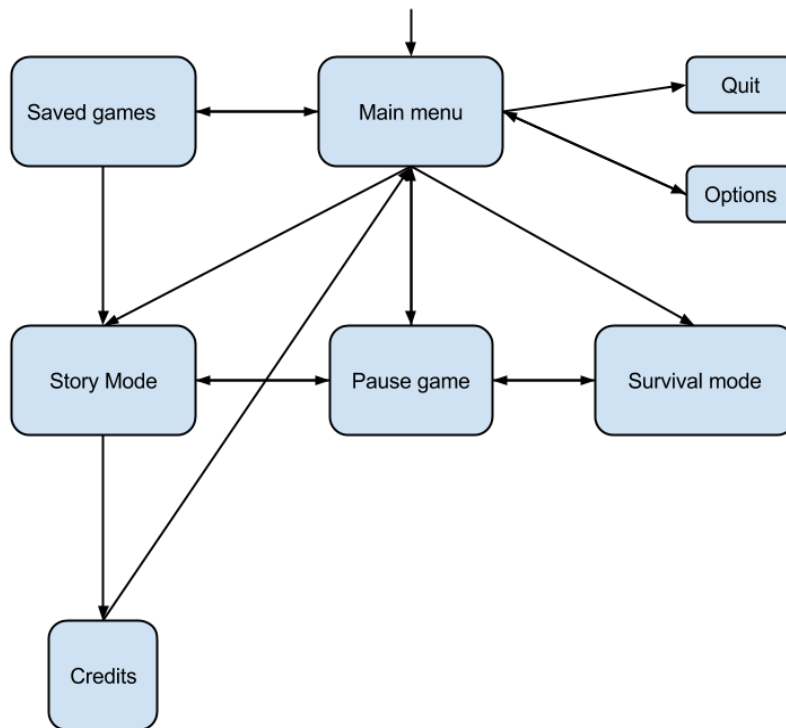
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Introduction

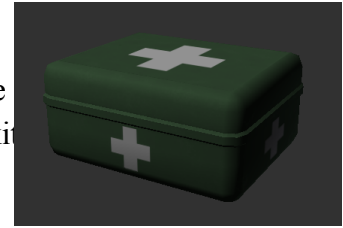
The player tries to make his way out, after waking up inside a burning house only to realize that he's not alone. Zombies! Making his way throughout the city, the player finds a radio (walkie-talkie) and is able to communicate with an unknown individual. The player has no choice but to listen and follow this individual's instructions in order to stay alive. As the player progresses throughout the game, he becomes aware that a secret government facility somewhere inside the city had been experimenting with a deadly virus that revives the dead when something went terribly wrong, resulting in a city full of zombies. This unknown individual lets the player know of his location somewhere inside the secret government facility. The player will face many obstacles in order to reach this unknown individual who has now become his only friend. To make matters worse, when the player finally does reach the base, nothing goes according to plan!

Game State Diagram



Game Mechanics

- Health: The player has a maximum health of 100. To restore health the player must find and use health kits that are found throughout the levels. When a player picks up a health pack the health pack is stored in the players inventory. To use a health kit use the 'h' key. But be careful, if you use a health pack at full health the health pack will be consumed and no health will be added to the player.



- Weapons:
 - Knife: The knife is a close range weapon. It does high damage, but puts the player at high risk to take damage. The knife consumes no resources.

- Revolver: The pistol is a medium ranged weapon. It does a moderate amount of damage and can be fired in rapid succession without loss of accuracy. The pistol consumes 1 ammo every time it is fired.



- Sniper Rifle: The rifle is a high powered, long range weapon. If fired in succession, the rifle will lose accuracy due to recoil. The rifle consumes 1 ammo every time it is fired.



- AK-47: An assault weapon with good accuracy in a medium range distance. If fired in succession (automatic mode) its bullet per time rate is the quickest, but its reload time is slow.



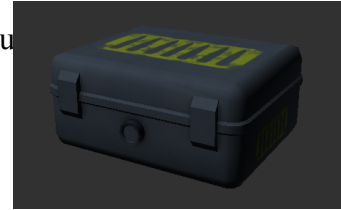
- M-16: A medium range assault weapon with a high accuracy rate. Has the quickest reload time, but its firing rate is much slower than that of the AK-47.



- Shotgun: Short range high powered automatic weapon. Accuracy and damage rate is high when in close range but decrease significantly on farther ranges.

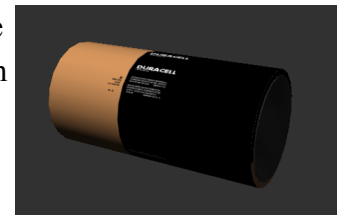


- Ammo: Ammo for the various weapons can be found throughout the levels. Each weapon uses a specific type of ammunition.



- Spotlight: The player is equipped with a spotlight. The spotlight can be used to see while dark. The battery indicator shows how much power the spotlight currently has. The maximum power is 8 and the minimum is 0. The intensity of the spotlight scales directly with the power. To recharge the spotlight the player must collect batteries.

- Batteries: Batteries are found randomly on each level. They are used to recharge the players spotlight. Batteries can be stored in the players inventory to be used at anytime.



- Zombies:
Boxes have been placed over zombies to calculate damage when player shoots a zombie. High damage done on the head, followed by chest/torso area, with minimal damage done in arm/legs.



Game Controls

- Movement, Weapons, and Inventory

	Keyboard Movement		Weapon Features		Inventory Selection
W	Move Forward	1 - 5 Num. Key	Weapon Selection	E	Interact With Items
A	Strafe Left	Left Mouse	Shoot	F	Toggle Flashlight
S	Move Backward	Right Mouse	Zoom	I	Open/Close Inventory GUI
D	Strafe Right			H	Use Health Pack
ESC	Pause Game			B	Use Battery

Game Modes

- Story Mode: In story mode you...
 - Storyboard: See the storyboard document for story design *Spoiler alert.

Storyboard

Level 0 - House

Pickups

- Pistol and Ammo

Description

- First encounter with zombies.

Cut Scene

Flyover of scene with burning house, showing a decimated city overrun with zombies. Ends up at the house where the player exits, with the camera going into the player's perspective.

Level 1 - Outside House

Pickups

- Walkie Talkie
- M16 and Ammo

Description

- Must traverse through first level (suburbs) to get to the downtown area. Once you get the walkie talkie, you come in contact with your friend who is located at an army base. He guides you through cities in order to get to him (and safely).

Level 2 - Tunnel Level

Pickups

- Flashlight
- Batteries
- Automatic Shotgun

Description

- Must navigate through dark tunnel, battling zombies while conserving flashlight batteries since you will need the flashlight to see. Also use automatic shotgun for close quarter battle.

Level 3 - City Level (Ramp)

Pickups

- Healthpacks
- Ammo (Pistol only)

Description

- City level is overrun with zombies.
- Must collect wooden boards in order to construct a ramp to get out of the city.

Level 4 - In Top Of Building (Sniper level)

Pickups

- Sniper rifle and ammo
- AK-47 (towards end)

Description

- Spawn on top of a building roof.
- Must get the sniper rifle.
- Must kill 25 zombies to progress to the next level.

Level 5 - Parachute Down

Pickups

- AK-47
- Ammo for AK-47

Description

- Must jump off the building and then get to the next level.

Level 6 - City level (car parts)

Pickups

- Car parts
 - Gas
 - Tire
 - Battery
 - Knife (*to start the car, I refer you to the beginning of this scene: <http://www.youtube.com/watch?v=X-PbOpzfo9w>*)
- Healthpacks
- Ammo

Description

- You receive instructions to collect vehicle parts to escape area (exit level).

Level 7 - Army Base

Pickups

- Health packs
- Ammo
- Batteries

Description

- You find your friend at the army base and he's turned into a zombie. You then go through the army base, which turns out to be a secret government installation where they've been experimenting with a deadly virus that awakens the dead. A major battle is done towards the end (fighting the big bad zombie).
- Survival Mode: In survival mode the player fights infinite waves of zombies with unlimited ammunition. The more waves of zombies the player encounters the more difficult the zombies become. Scoring in this mode is a function of zombies killed and ammunition used.

GUI

- Health meter: The health meter is located in the top left of the game screen. It indicates how much health the player has left.
- Battery meter: The battery meter is located in the top left of the game screen, just below the player health meter. It indicates the amount of power in the player's spot light.
- Ammo indicator: The ammo indicator is located at the bottom right corner of the game screen when a weapon is equipped to use. In story mode it displays the amount of ammo the player has remaining. In survival mode, since the player has unlimited ammo, the indicator will display the symbol for infinity.
- Mini-map: The mini-map is located at the bottom left corner of the game screen. It displays a top down view of the player and his immediate surroundings.
- Objectives: The objective screen is located at the top right corner of the game screen and can be hidden or brought into view via the hotkey 'o'. It displays the objective that the player must do in order to advance throughout the level.

Credits

Team Cobra:

- Mitchell Arthur
- Sean Burke
- Emilio Cantu
- Gerard Louis
- Aaron Russell
- Quan Yu

Art Assets:

- Mixamo (Zombie Pack)
 - <http://www.mixamo.com/>
- TurboSquid (Buildings, Cars, Fences, and Boxes)
 - <http://www.turbosquid.com/>

Audio Assets:

- <http://incompetech.com/music/>
 - Quinns Song First Night
 - The Voices
 - Digital Bark
- 15 Minutes Ambient
 - <https://www.youtube.com/watch?v=S6DaW474lXY>
- Best Horror Music Ever
 - https://www.youtube.com/watch?v=d_THyS0sRIU
- Thriller horror background music
 - <https://www.youtube.com/watch?v=QesdQO5-nb4>
- Epic and Dramatic Trailer Music
 - <https://www.youtube.com/watch?v=BeEDQMLtyGY>
- Intense Music
 - <https://www.youtube.com/watch?v=gBTzKpJ9BRg>
- E.S Posthumus - Tikal
- E.S Posthumus - Ebla
- E.S Posthumus - Arise