

Game Design Document

By: Wrath Kingdom Studios

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Zombie MMO First Person/Third Person Shooter Name Pending

**Version 0.0? (Development has not been started yet)
Produced by: Wrath Kingdom Studios
5/3/2011**

Design History

As there is yet to be any major development on the project there is no design history as of this moment.

Section I- Game Overview

3.1- Game Concept

The concept of the game is a 3D Zombie MMO that is playable in both 1st and 3rd person. It will be set in an apocalyptic city in a world that has been ravaged by a terrifying disease caused by an alien gene bomb.

3.2- Feature Set

This game will feature many new and original game mechanics and capabilities as listed below. These features may be changed, deleted, or added onto at any time during the development.

-Character Customizability: This will not be done to the extent of for example the Sim Builder, but will still be very good. Player will be able to change gender, hair style, hair color, skin color, shape of face, maybe shape of eyes?, Eye color, facial hair, height, body type, and perhaps be able to choose from a few different clothes.

-1st and 3rd Person: Player will be able to switch between 3rd and 1st person view at any time during gameplay both views will have advantages and disadvantages

-Vehicles: The MMO will have drivable vehicles. This will most likely only apply to cars, but later on when other areas are added to the game may also apply to other vehicles such as boats, planes, and helicopters. Cars will also be completely customizable. The way to attain cars in game will not be easy, this is to keep every blood crazy player in the game from just going out and grabbing a car.

Since the game will be taking place a few years into the future, cars now have glass that is unbreakable, so players cannot just break the glass of a car and steal it. Players will be required to attain certain objects (yet to be determined) and combine them together to create a car jacker to allow you to jack cars. These items will be very difficult to obtain and will require the use of teamwork with other players to get them. This will limit the amount of cars in the game.

If a player owns a car he can also give rights to the car to other players in the game. That way if others in the group he survives with want to use the car to go out and gather supplies they can. Vehicles will require gas to be usable. Gas will not be near as difficult to attain, and players will most likely be able to attain it without the help of team mates. To customize a car, all a player needs is the correct tools and a secure, enclosed space such as a garage. For more on car customizability see the crafting feature.

-Shelters: Shelters will be a necessity to survive in the game. Shelters are created out of houses and office buildings. Shelters cannot be made out of gas stations, malls, stores, or other buildings that are used to obtain specific types of items in the game. Shelters are zombie safe zones, it is a building that has been completely cleared of zombies. To create a shelter the player must first clear out the entire building, this means every single floor. After a player has cleared out all the zombies, they must have a hammer, nails, and some sort of material to blockade the windows. They have to blockade at least every window on the first floor. After every window on the first floor has been blockaded the player will get the option to turn the building into a shelter.

Once a building has been turned into a shelter it becomes the players spawn zone, the player is able to use the building for crafting, players can add defenses, and store their items there. Shelters may sound like the greatest things in the world but there are some downsides to it. Once a shelter is built, hordes of zombies will constantly surround the building. The zombies will attack the barricades on the windows and doors. If the player does not check on them and repair them at least once every day in real life the zombies may break through and get into the shelter.

If the zombies break into a player's shelter, the player has 48 hours to clear out the zombies and repair the barricade before the building reverts back into its original form. If a shelter reverts back to its original form, all barricades are removed, all added defenses are removed, and everything stored in the shelter is destroyed. A player can strengthen barricades and lengthen the amount of time it takes for zombies to break through them by using different materials.

Using scrap wood to barricade the shelter keeps it protected for 24 hours, if the player uses 2x4 or anything thicker than scrap wood the shelter will take 36 hours to break into. If the player uses scrap metal to barricade the windows the shelter will take 48 hours to break into, and if the user uses any type of metal that is thicker than scrap metal the shelter will take 60 hours to break into. Adding other defenses will also add extra hours to the amount of time it takes to break into a shelter. Most buildable defensive objects do less for adding to time it takes to break into a shelter and are made more for crowd control. Items such as automated turrets and electrified fences are examples of buildable defenses made for crowd control.

The fewer zombies that are attacking the shelter at once the longer it takes for them to break through. The above times listed are based on a total

of 50 zombies attacking the shelter. If a player has defenses such as an automated turret that kill zombies, then less zombies will be there to attack.

Zombie types will also play an important role for shelters. Though players only have to barricade the windows on the bottom floor to establish a shelter, they will want to board them up on all floors. Creeper zombies will be able to climb up walls and if the upper windows of the shelter are not barricaded they will be able to breach into the shelter. Even if only one of them gets in the timer starts counting down for the shelter to revert back to a normal building.

I could continue rambling on about shelters for a long time, but I think I got most of the main points of it down.

-Forts: There are going to be a few NPC forts found in the city, but that is a different feature of the game. Forts are almost like a city inside the city. Forts are player run settlements. A fort is made of a group of buildings inside a square of claimed land where a community of players live together. To create a fort a group of players first must gather certain materials (not yet determined) to combine together to create a special object (yet to be determined) that then must be signed by at least five players. After it is signed by at least five players the item can be placed down somewhere and a predetermined area of land is claimed with the object in the center of the claim.

Once an area is claimed the players have 24 hours to kill all the zombies in the fort's area (usually around 4 buildings) These buildings then need to be claimed as shelters. Once all the buildings have been cleared and claimed the fort becomes permanent, unless a zombie destroys the object that was used to create the fort. Forts give players the ability to build special objects that they cannot build when only having a shelter. It allows players to build walls out of multiple types of material, and it allows for gates to be made to allow players to enter and exit the fort. It also allows players to create watch towers for shooting down zombies outside the walls of the forts.

Another important thing that can be built once a fort has been made is the hoard siren. The horde siren is a large siren on a pole that goes off five minutes before a horde attacks a fort. Hordes will be spoken of next in this, but so everyone can understand hordes are huge groups of zombies that come out to rush the fort.

Horde sirens do not just work on their own, they need electricity to work. Sometimes a building will still have electricity and players can just plug the horde siren into the buildings electricity, but usually players will

have to go out and find a generator to power the siren. To acquire a generator you must have a car to tow the generator. This is an example of how as players progress through the game they will get better items to be able to survive. Also as it seems I forgot to already mention this, Forts also have all the functions that shelters have.

-Hoards: Hoards are going to work a bit like the hordes in Left 4 Dead in the sense that they are going to be massive groups of zombies. Hordes are going to be in play for the sole purpose of trying to overrun forts. Hordes are a random event that can be triggered at any time and they can last from 15 minutes to an hour. To be fair to players at least three residence of the fort must be online for a horde attack to start. If the fort has a horde siren then all players in a specific area will hear it when it goes off.

This allows other players who are not part of the fort to join into the zombie slaying fun as wave after wave of zombies assault the fort. This could lead to more people joining the fort as a reward for helping the members protect the fort.

There will most likely be on or two types of zombies that are only seen in hordes. That means that to get to fight them you have to be a part of a fort or join in when a horde attacks a fort. These zombies will most likely drop special items that cannot be acquired any other way.

-Raids: Raids are going to be a vital part of the game. To obtain objects in the game players will have to go on raids. Raids take place inside specialized buildings such as shops, malls, grocery stores, and military bases. These types of buildings have huge quantities of all sorts of items in them depending on the type of store or other structure it is. The better and more useful the items are that are found in the store the more powerful and numerous the zombies will be in that store. An example of this would be if a player for some reason needed pens and paper, the player would raid an office supply store, since office supply stores do not have to many useful items that store would probably have fewer zombies then even a normal building. Once a player has cleared out all the zombies from a store, or even before he has, the player can take anything he wants from the store, if the player can see it, he can probably take it. The logic behind that is that players will have a very limited inventory space to prevent them from stocking up on huge amounts of items. The other side of this is that if the player has a car then he can take the items out to the car and begin filling up the trunk, but while the player is doing that more zombies will begin spawning inside the building again. This is the basic concept of raids.

-PVP: The entire world, excluding the NPC fort you start in, is PVP. The reason for this is if the player was actually in an apocalyptic environment with limited resources, he would not just let every guy who had food pass him by without a second glance. This also creates a conflict where players are not only fighting zombies but sometimes among themselves. There could be a fort community that is not too far away from another fort, and their resources are running low, so instead of taking the time to go on a raid, they go and raid the other fort. This will keep things lively in game when players feel that killing massive amounts of zombies is getting boring (which will never happen.)

-Zombie Players: The name of this feature is deceiving. It does not mean that players will be able to be zombies. It means that when a player is killed by zombies his character becomes a zombie. It sounds confusing, but it is not. The concept is that while the player respawns after death, he loses all his items, weapons, and money, but where does it all go? It does not just randomly appear on the ground where he died. Instead when a player dies that character turns into a zombie, it keeps all the players items, wears the players armour, has the players stats, and uses the player's weapons. No, this does not mean zombies will be running around shooting guns, it means they will use the player's most powerful melee weapon, and if the player did not have a melee weapon it will just do a normal attack. What this means is that as more players die from zombies, there will be some more powerful zombies out there that, when killed, will drop some really good stuff.

-Crafting: Crafting is going to be very indebt for this game. When a player opens up the crafting table, it will look like a blueprint, but whatever items are placed on it are shown in 3D. The feature is called crafting but it is less static, players can craft unique weapons for the game. The crafting mechanic will be more like spore. Where one item can be placed almost anywhere on another item. An example of this is if a player has a hunting knife, a colt, and some duct tape, he could put them in the crafting window and be able to place the knife anywhere on the gun. The knife could be placed on the top facing out or on the side facing to the left, or even on the back of the gun sticking straight up. When a gun is combined with a melee weapon it changes the melee attack for the gun. The melee attack then uses the melee weapon attached to attack with.

Crafting is also used with cars. It can be used to change the tires, upgrade the motor, or paint it. Painting is almost going to be like taking the

car and putting it into paint, players can customize the car any way they want. They can also add weapons to the front of it such as spikes and plows. With vans if the player has a welder they will be able to cut a square hole in the back of a van, and while driving another player can shoot zombies through the hole in the back.

The crafting system is very complex and I could go on for another few pages with it, but once again I am going to leave it at that.

More features to come

3.3- Genre

The game is going to be a Horror MMO. It is taking characteristics from shoot-em-up games, action adventure games, and other single player zombie games.

3.4- Target Audience

The game is targeted to a very large audience. It is targeted towards ages 13 and up. Let's face it, who does not enjoy the satisfying feel of killing massive amounts of the undead with their friends?

3.5- Project Scope

3.5.1- Number of Locations

The game has only one central location planned at the moment. A large post-apocalyptic city. Though it could be considered to have many locations in the city since it is planned for every single building to be enterable.

3.5.2- Number of NPC's

There will be no set number of NPC's in the game. This is due to the fact that though there will be a set number of NPC's in the NPC forts there will not be a set number out in the city. Players will have encounters with lone wanderers who are trying to survive, squads of soldiers trying to fight of the zombie infestation, and a few other types of NPC's while out in the city.

3.5.3- Number of Weapons

It is not truly possible to give an exact number of weapons due to the crafting system. On top of that if we were to give a figure for only the base

weapons, anything that is not craft, that to would be difficult as their will be a variety of common everyday items that players will be able to use as weapons, such as an ordinary stapler.

**There is much more to be done on this!
But I want everyone to be able to see
some of the unique features this game will
be implementing!**