

The Hunt

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Elevator Pitch

The Walking Dead meets Detroit Become Human in the hardcore version of American Tail.

High Concept

In the midst of a zombie apocalypse, a boy and his parents are separated. Little Theodore will see the de-evolution of civilization as he is thrown into a survival group with a ruthless leader who would do anything and kill anyone for the survival of the human race. His father, Arthur, will see his entire world shatter under the zombie era through rescue missions assigned to him by the military, willing to save many lives and exterminate every zombie on sight, as long as it means to save his only living son.

Choose to play as Theodore or Arthur, see three different gameplay modes: survival mode, combat mode, and multiplayer mode.

Playing Combat will give the players the role of Arthur, a veteran on his desperate search for his only living son, Theodore, only to be face to face with the tragedies of an apocalypse through every mission, motivating him to kill as many zombies as possible to save his son, whether or not he even knows his son is out there, alive.

Playing Stealth will give players the role of Theodore, a small child doing whatever it takes to survive under a cult-like survival group, forcing himself to grow up under a Darwinist world.

Guide Theodore under a tyrant rule through stealthy tactics, gather resources to prove his worth to a bloodthirsty class of survivals. Help Arthur find his son by fending off hordes of zombies, rescue every civilian out there for the chance that one of them may know where Theodore would be.

Progress the story through gameplay, upgrade stealth tactics or weapons after every chapter, complete side quests, and do whatever it takes to reunite the family.

Play a competitive, multiplayer mode to compete with players.

Genre

The Hunt is a Survival RPG, giving players the option to play three different modes: Combat, Survival, or Multiplayer.

Platform

PS4 is the best platform for this game because of its graphics and gaming mechanics.

Key Features (Pillars)

- Choose two different perspectives of one storyline
- Keep Theodore from alerting zombies by having him hug his teddy bear whenever he hides in the dark
- Gather resources to prevent the merciless survival group from leaving Theodore for dead
- Switch between different roles mid-gameplay
- Zombies are used as a timer, the more zombies there are, the less time you have
- Kill as many zombies as possible with Arthur and his crew
- Rescue hysterical civilians with Arthur and his crew
- Interact with NPCs that will help progress the story
- Experience an open-world gameplay
- Play Multiplayer mode to work in teams and earn achievements as you level up.

Setting (Theme)

London, England

21st Century

Story

Backstory

Arthur is a bit estranged from his family, working long hours and missing most of Theodore's childhood. Marie, his wife, expresses her concerns for Theodore growing up without a good father figure, but the conversation went nowhere as Marie decides to distract herself and Theodore by taking him to the mall while Arthur leaves for work, refusing to take a day off as his wife insisted.

Marie takes Theodore on the fourth floor of the mall to get to the recently opened up furniture store, thinking about redecorating the living room. Theodore trails behind her when he notices a video game store and decides to play with one of the displays for a bit until he realizes that his mother unknowing left without him, making him lost. Trying to find the furniture store was troublesome until Theodore is told to go to the security office on the first floor by one of the employees of a very busy store.

He makes it to the elevator on his own, and as the elevator descends, something seems to be wrong as the elevator music glitches. The elevator pauses on the first floor but does not open as Theodore pries it, slowly revealing a chaotic scene of zombies chasing after and even killing people. Theodore ends up having to hide in stores, distract zombies by throwing things or making noises, and run past distracted zombies. Trying to get into the security office wasn't an easy task, finding out that the entire office had been taken over by zombies and escaping them proved to be a harder task. It wasn't until a couple saved him from one of the hungry zombies, quickly leading him out the exit as the military started coming in.

Meanwhile, Arthur had left work a little early due to his boss insisting that the workaholic should have at least one day off, only to receive a call from Marie, crying desperately over the phone to tell him that she is with the military and a horrible situation occurred in the mall that required the military to handle the situation and, worst of all, their only son was missing. Marie swore she searched everywhere and even tried going down a floor or two but was immediately blocked by screaming civilians who barricaded the place. Arthur made his way to the mall, despite soldiers trying to stop him from entering the mall, the concerned father found a way in to face the most horrific scene he hadn't faced in a long time, or perhaps even worse than his history as a veteran. With his gun, he would shoot and kill zombies, save civilians stuck on the first floor, search different areas of the first floor until he finds his wife and the military, forced to escort out with the rest of the civilians to get to the military base, as news broadcasts inform the growing population of zombies in London.

Theodore was taken to a warehouse and was surrounded by paranoid civilians after a child had been shot in the head by his own mother, who believed that he had been bitten. As the

civilians scream at each other, a man shot a gun in the air, silencing the group. His friends behind him held guns, and he made his speech, establishing himself as the leader of the group, given that he and his friends were the only ones with the weapons. Another man tries to fight against him for leadership, only to be shot down. Once it is agreed, the leader started making rules, one of them insisting that the weakest must be left behind, given that they would be a great inconvenience. When some of the parents start arguing back, the leader forces some of the children to speak up. While most of them stutter or cry, Theodore describes how he made it to the warehouse due to the experience he had hiding in both small spaces and large areas. This gave the leader an idea, and without hesitation, he declared that the children should group up and be scavengers, assigning teenagers to be their guardians. Theodore and the rest of the children are given a deal: gather resources for the group or die trying.

When Arthur and Marie reach the military base, Arthur instantly searches for the lieutenant to try to insist on searching for his son, only to reunite with his best friend he made during the war a few years prior. His friend assures Arthur that he will try to help find Theodore, but there may not be a good chance unless the zombie population is lowered. Arthur volunteers himself to help decrease the population and due to his service and reputation, he is able to join a team to go out, kill zombies, and save civilians.

Story Synopsis

21st Century in London, England

Protagonist –

Theodore -

Theodore is a timid little boy with low social skills. He has dark brown hair and blue eyes, he is the shortest boy in his school which has led to him being the most picked on in primary school. His only real friend is his teddy bear, who keeps him from crying. He tends to avoid confrontation by hiding, gaining skills from being stealthy. His quiet nature aids him in being able to sneak past zombies or enemies without being noticed. His small size also helps him by being able to crawl into spaces enemies cannot enter.

Arthur -

Arthur is a workaholic man who prioritizes work over his family. He has dark brown hair and green eyes. He is prideful over the fact that he had served his country as a veteran, constantly using his history as an excuse to why his work is important whenever his estranged wife pleads with him to spend more time with Theodore, his only son. His skills came from his military history as a sniper, being able to shoot from long distances with a sniper rifle at accurate rates. His personality changes once Theodore goes missing, and works hard throughout the game to save his son from the hordes of zombies.

The main storyline depends on which character you chose to play. Arthur's story highly affects Theodore's survival while Theodore's story only really affects whether or not he would ever see his family again.

They both will face different scenarios and go into different environments. Arthur will rescue NPCs who may or may not know who Theodore is or where he is, which would give enough information for Arthur to try to track down Theodore. Arthur will also have to kill as many zombies as possible, which will affect the chances of Theodore surviving during the apocalypse, especially since he is in such an uncaring survival group. If Arthur fails to kill enough zombies but finds out where Theodore is, he will find Theodore as a zombie. If Arthur fails to save the civilians that know where Theodore could be but killed enough zombies, he would only know that if his son was out there, he would be alive. Killing enough zombies and rescuing enough civilians will result in a good ending, where Theodore, Marie, and Arthur reunite.

Most of Arthur's missions take place in areas with the most infected areas such as different malls, small towns, etc.

He will face different scenarios such as a suicidal father, holding his dying son in his arms, begging Arthur to shoot him and his son. That scenario occurs if Arthur fails to kill enough zombies, presenting the scenario as a foreshadowing to Arthur finding Theodore roaming around, already turned into a zombie. Most scenarios indicate or "hint," what the ending would be if the player is playing the game a certain way. If Arthur kills more than he rescues, an alternative scenario to the suicidal father holding his dying son would be a distraught father desperate to find his son. If the player is doing good, having a balance of how many zombies he kills and how many civilians he rescues, the alternative scenario would be a father holding his family close, thanking Arthur profusely for being able to save them before zombies could get to them.

Theodore, on the other hand, is on a stealthy, survival mode. The game could end at any time, whether Theodore dies or Theodore reunites with his family. Each mission, he will go out with a team of other children his age and up, alongside teenagers with guns, and they will enter different parts of London to search for resources, whether it be inside abandoned homes in a neighborhood or a few stores in a certain part of town. The mission ends on a timer, if the population of zombies in an area grows too big to be able to sneak past any, Theodore will have to quickly find one of the teenagers in order to be able to leave the area.

Besides the "gather enough resources or die," gameplay, Theodore will also be able to control his ending. He will have to make friends with some of the children and teens in

his group. Throughout the game, the player can switch between the children characters for different skill sets and different interactions. This is where his distraction mechanic kicks in. If the player notices a zombie getting too close to one of the children Theodore is grouped with, the child that the player chose to play as in this sequence will have to use one of their abilities to either alert their teammate or distract the zombie. They could also alert one of the teenagers since they carry weapons, and they will be able to save the child in danger. Some of the teens are similar to the leader, heartless and brutal, so they would have the mindset of, “if you are weak, I’ll just let you die,” so Theodore and the children will have to befriend some of them. One scenario could be with one of the teenagers being injured after fighting off a zombie. If Theodore befriends the medic kid, Simon, and if Simon is skilled with healing from one of the upgrades he would get after each chapter, Theodore would be able to save the teen by cleaning his open wound and bandaging it. That teen would become extremely loyal to Theodore throughout the game, in which Theodore would gain respect from the other teens, especially the heartless ones. With different interactions and different outcomes, the teenagers would start to resent the leader and form an overthrow, rebelling against the leader. The final mission would be with the teenagers grouping up to surround the warehouse as Theodore would sneak around, distracting guards for the teens to kill, using the skills he obtained to be able to help the teenagers fulfill their uprising against the tyrant leader, killing him.

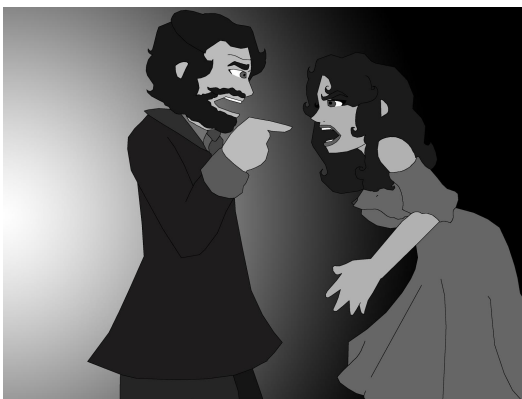
Befriending the children is also useful too. If Theodore befriends the brute child, Sean, during Sean’s broken radio quest, then the two of them would also try to collect parts for the radio to start working. If Theodore befriends more children, they, in turn, would also start looking for parts, making the process go faster. If they collect enough parts, they could contact the military.

If Theodore befriends the teenagers but not children, the uprising would be a success, but there would be no contact with the military, not only would Theodore not be able to reunite with his family, that would also mean that eventually, the protection the people have by remaining in the warehouse will diminish eventually, eventually being overtaken by zombies. If Theodore befriends the children but not the teenagers, Theodore and his friends would not be able to repair the radio and the teenagers may inform the leader about what the children were doing, leading them to be executed. If Theodore befriends both the children and teenagers, one of the teenagers whom's father is an engineer, would be able to repair the radio to an advanced stage, being able to contact the military right after the uprising against the corrupt leader had been a success.

Act 1: Set Up

Obstacle or Conflict?

Theodore: His conflict is his social skills. His only friend is his teddy bear.



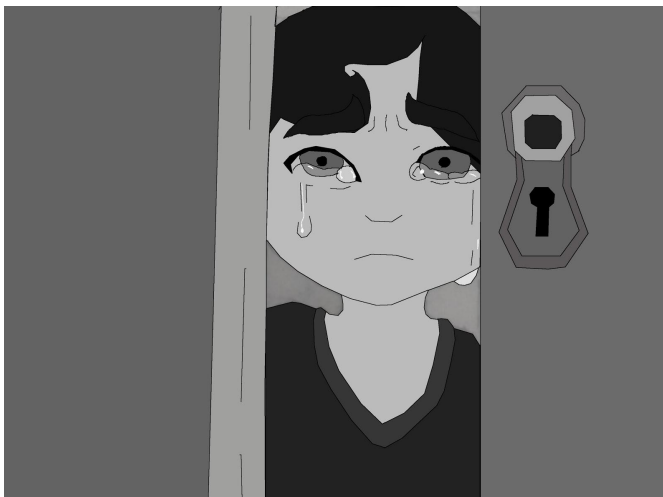
Arthur: His conflict is his workaholic nature which estranges him from his family.

What are the Stakes?

If Theodore doesn't get out of his shell, he won't be able to be more open to people or gain healthy relationships.



If Arthur doesn't end his workaholic ways, he won't have a healthy relationship with his son or wife.



Inciting Incident



A zombie apocalypse leads to Theodore being separated from his parents.



Plot Point 1 (Protagonist commits to overcoming obstacle)

Theodore: Being away from his mother, he is forced to be open to strangers in order to survive, especially from a brutal, unforgiving cult.





Arthur: His son being lost makes him realize how little time he spent with his family, pushing him to be more attentive to his wife as well as to work extremely hard to find his son.

Act 2: Confrontation



Midpoint (Point of No Return)

Theodore: At some point, Natasha, one of the mean teenagers, will be injured, in which Theodore, assuming he befriends the medic and the medic's skillset are upgraded, will be able to persuade the medic to help Natasha. If

this happens, the chances of a rebellion increases due to Theodore gaining respect from the teenagers.

Sean, the brute child, will have found a broken radio at some point. If Theodore is friends with him, Sean would let him help him find more pieces to fix it. The radio is the key to finding a way out by contacting the military to be able to find a safe place to remain.



Finding the military also means that Theodore and Arthur would reunite.



Arthur: At some point, Arthur walks in on Marie about to commit suicide. The player will have to be quick in preventing her and persuading her not to do it. Marie blames herself for Theodore's disappearance and assumes that if she died, they'd be reunited. If Arthur succeeds, Marie would hug Arthur and sob in his arms, their relationship levels going up. If he fails, she would commit suicide in front of him.

Plot Point 2

Theodore: Theodore ends up losing his teddy bear during a mission, and despite his pleas and cries, he is dragged back to the warehouse. This is a symbol of the very last thing Theodore really felt independent of, forcing Theodore to grow up because his parents are no longer there to comfort him.



Arthur: During a mission, Arthur finds a teddy bear. He insists to his teammates that his son must be near.

Assuming his friendship levels are high with some of them, whoever has the highest level will offer to use their skills to at least come up with a theory of where Theodore could be. The best outcome is if all of the teammates' levels are up, so all of them would work together to come up with a map.

Act 3: Resolution

Climax

Theodore: If Theodore successfully befriended the teenagers, the teenagers would start a rebellion against the cult leader. If he did not befriend the children by the time the rebellion would begin, the children would refuse to help Theodore find ways to distract the adults or even tell the leader about the rebellion. As long as Theodore successfully helps the teens, the rebellion would be successful but there wouldn't be a way to contact the military.



If Theodore befriended the children and finishes the Sean quest, Sean and Theodore would need someone who is a professional engineer to completely fix the radio, which is one of the teenagers. If Theodore did not befriend the teenager, the teenager would not only refuse to help Theodore and Sean, he would also tell the leader, leading to both Theodore and Sean being left to be eaten by zombies.

If Theodore befriended both the teens and the children, the teen would help fix the radio and the children would help with the rebellion. If successful, the teens would contact the army as rational and kind adults would help kill off alarmed zombies. Eventually, the army would come to take in the survivors, and Arthur would show up as Theodore runs to his arms, and the two of them hug, crying together. Arthur would then give Theodore the teddy bear Theodore had lost earlier.

Arthur: If Arthur had failed to save enough civilians but killed enough zombies, the population of zombies had gone down, but the location that Arthur would have gotten to that would have led him to the teddy bear wouldn't have been found. Arthur and his wife, if she is alive, would stand together, hand in hand, staring outside, still wondering if their son was even alive to begin with. Arthur was kicked off the rescuer team due to his failure, so Arthur is demoted to just being another civilian for the army to protect.

If Arthur saved enough civilians but failed to kill enough zombies, Arthur would get demoted due to the population of zombies rising, only for the military base to be suddenly surrounded by zombies. Arthur would escape with his wife and his team(if they are friends) and they would get to the warehouse that the people they've saved directed them to. However, once they get to the warehouse, it is discovered that all of the survivors had been zombified, including his only son, Theodore. Even if the medic had the complete cure for the zombie infection, the chemicals would be too strong for a child to handle, so even if they administrate the cure onto Theodore, Theodore would end up dying once humanified.



If Arthur killed enough zombies and saved enough civilians, the mission with Theodore's bear had been completed. Arthur and his team would go out, kill zombies, save one of the survivors that would lead them to the warehouse, in which the cult leader would attempt to ambush them, and the team would fight back. Once the fight had been successful, Theodore and the survivors were free to follow the rescuers, and Arthur would reunite with Theodore, hugging

him close, apologizing for being absent.



After the ending credits, Theodore would reunite with his mother as well (assuming she is alive), and she would give him his teddy bear. Once Arthur appears, the family would

hug each other, resulting in a happy, true ending.



NPCs



NPCs are very important in Survival more because they are part of the key to the true ending of the game, in which Theodore would reunite with his family. They are also what keeps defenseless children alive during dangerous scavenger missions.

During a gameplay session, the player may be stuck in a situation where there are too many enemies in their path to be able to move forward. This requires the child to cry out for help, in which one of the teens would show up and start shooting or luring enemies away so the child can continue forward.

It's very important for Theodore to get along with the teenagers, meaning the players will have to make some decisions in order to befriend some of them. Some teens will be easier to befriend than others, including an ex-babysitter, a teen who lost her little brother, and a kind-hearted teenager. Three of the other teens would be harder to befriend, one of them is the big brother of Kyongmi Ryu and would be mostly focused on her because she's the only family he has, hinting that the player should befriend Kyongmi if they want to guarantee protection

from him. Another one has a distaste for children because of an influence from the cult leader's mindset, which would later give players a chance to prove her wrong by saving her life during an event. The last one just doesn't care about children in general, in which players would have to go through dialogue in order to find a way to gain his interest. Befriending all of them would make them start a rebellion against the cult leader, as they realize how cruel he really is.

If players fail to befriend a teenager, they risk the chance of the child calling out for help and not only not receive the help they need, but also alarm enemies to close in on the child, following the noise that had been heard.

Since teens can run out of ammunition, players could trade ammunition for resources, as teens would also help children with scavenging.

Multiplayer Mode

Multiplayer mode is an extra mode that allows players to compete one another in different missions. Players would play three rounds or more during a competitive gameplay, giving players a chance to play as a child, teen, adult, and even a monster.

Playing as a child or an adult is helpful for players to build up their skills so when they return to the main game, they would be able to use the knowledge they've received to play better. Playing as a teenager gives players a glimpse of what it would be like if teenagers were playable, in which players would have to listen carefully for children players to cry out for help, so they could immediately rush to them and protect them.

Monsters give players the experience of being a monster during an apocalypse, allowing them to hunt down other players and devouring them.

First Round begins right after all players are mixed into a team. Once all players are matched and set into a team, the game will randomize the first mission, choosing between letting players play with characters from Survival mode or Combat mode. Once all players have chosen their characters, the game would begin.

Second round works the same except the other option would be chosen as a second mission, enforcing players to play with a variety of different characters so they could improve their skills. Teammates would remain the same unless a player requests for a switch between teams.

The next round would repeat, and so would others if a player chose to play multiple rounds.

Player Controlled Characters Overview

While the main protagonists are Theodore and Arthur, in the middle of a mission, players can choose to switch NPCs, whether it means to be able to clear an area that a character couldn't reach or to grab more resources before an area becomes filled with zombies. Each character is a different class of skills necessary for survival, some may need to upgrade to affect the main storyline's ending.

Player Controlled Character Classes

All Skillsets are upgradable, all items are collectible/rewarded to players for every completed mission.

Rogue –

Rogues are very skilled in stealth. They can either move past enemies without being caught or sneak up behind enemies in a sneak attack. Stealth is very valuable in Theodore's gameplay.



Theodore's Perspective: Theodore will be able to sneak past enemies, hide in small areas, and sometimes, in plain sight. In very dark areas, however, due to his fear of the dark, he will need to hug his teddybear to prevent himself from crying, alarming nearby zombies.

Arthur's Perspective:
Vitale Rosati, an Italian tourist/scam artist, will play the role of a rogue, and his specialty will happen to be sneak attacks. When it comes to his sneak attacks, he will have to be able to control his breathing to not alarm them.

Their main attribute will be intelligence, due to their ability to hide in plain sight.

Items will include:
Camouflage, smoke bombs, and cover scent.

Skill Sets will include:
Lockpick, blindness, and distraction.

Vitale's weapons consist of daggers, poison gas, and pss silent pistols.



Archer –

Archers are skilled in range, being able to aim a distance from them to their target.

Kyungmi Ryu

Age: 12

Class: Archer

Kyungmi will be able to...

Aim to throw and distract



Hit to stun or lure



Cans



Stun



Shower



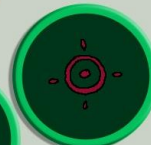
Repellent

Items



Fragile

Skillsets



Aim

Theodore's Perspective: Kyung Mi Ryu, a 12-year-old girl known for her expertise of range through slingshots and had practiced javelin throwing. She will be able to throw different items at a certain range (extending through upgrades) to be able to distract zombies away from different areas.

Arthur's Perspective: Alejandro Fernandez, a former runner-up in archery, will be able to use his bow and arrow to his advantage, being able to shoot and kill without making too much noise, in comparison to a gun. Arthur also is considered an archer but he is more experienced with a sniper rifle and other guns than with bow and arrows.

Their main attribute will be dexterity, due to their ability to coordinate.

Items will include: (Kyung Mi Ryu) Soda cans, glass/plates, and metal items.
(Alejandro Fernandez/Arthur) arrows and bullets.

Skill Sets will include: aim, shower, and repellent.

Alejandro's weapons consist of bow and arrows, rifles, and spear-like weapons.



Arthur's Weapons consist of sniper rifles, AR-15, and Henry Arms AR-7.

Medic –

Medics are responsible for healing injured group members.

Simon Atkinson

Age: 9
Class: Medic

Simon will be able to...

Tend to the injured

Defend patients

Items

- First Aid Kit
- Shield
- Bat

Skillsets

- Regeneration
- Speed
- Diagnosis

Theodore's perspective: Simon Atkinson, a 9-year-old boy will be able to play the role of a medic due to his basic skills with first aid, he'll carry a manual around to follow instructions (which will slow down the time to heal, time extends through upgrades and medic items collected).

Arthur's perspective: Xiaobo Vang, a former doctor with high professional skills will play the role of the medic, but will also be restricted by a timer if there is a lack of medic supplies, extended through upgrades.

Their main attribute will be wisdom, which will help them make proper diagnoses during stressful situations such as a horde of zombies approaching as the time to heal is decreasing rapidly.

Items will include: a first aid kit, which can be upgraded, and shields (typically everyday items that can be used similar to shields to prevent a zombie from attacking in the middle of a healing session).

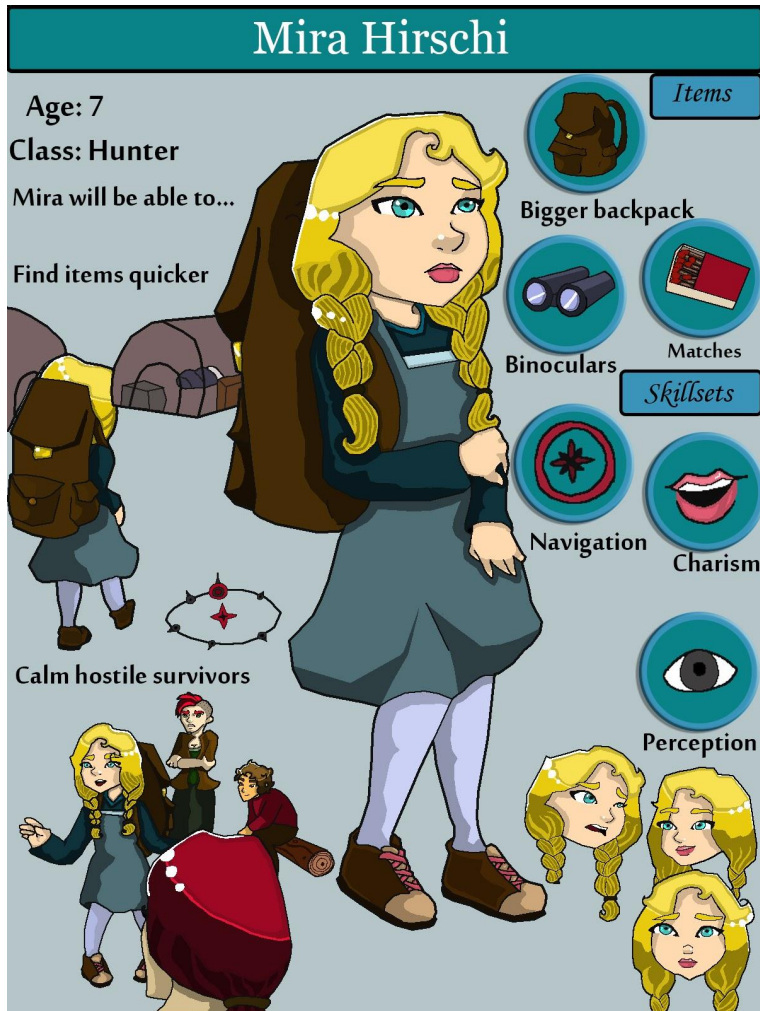
Skill Sets will include: Speed, diagnosis, and regeneration.

Despite being a healer, Xiaobo will be able to use combat to be able to defend himself and his patients. His weapons would consist of a bat with nails in it, machete, and an assault rifle



Hunter –

Hunters play the role of the hunter-gatherer, they are responsible for loot and can hold the most items in the group.



Theodore's perspective: Mira Hirschi is a 7-year-old girl who finds items quicker than other children in the group and can hold the most items. She'll be the gatherer of the children group.

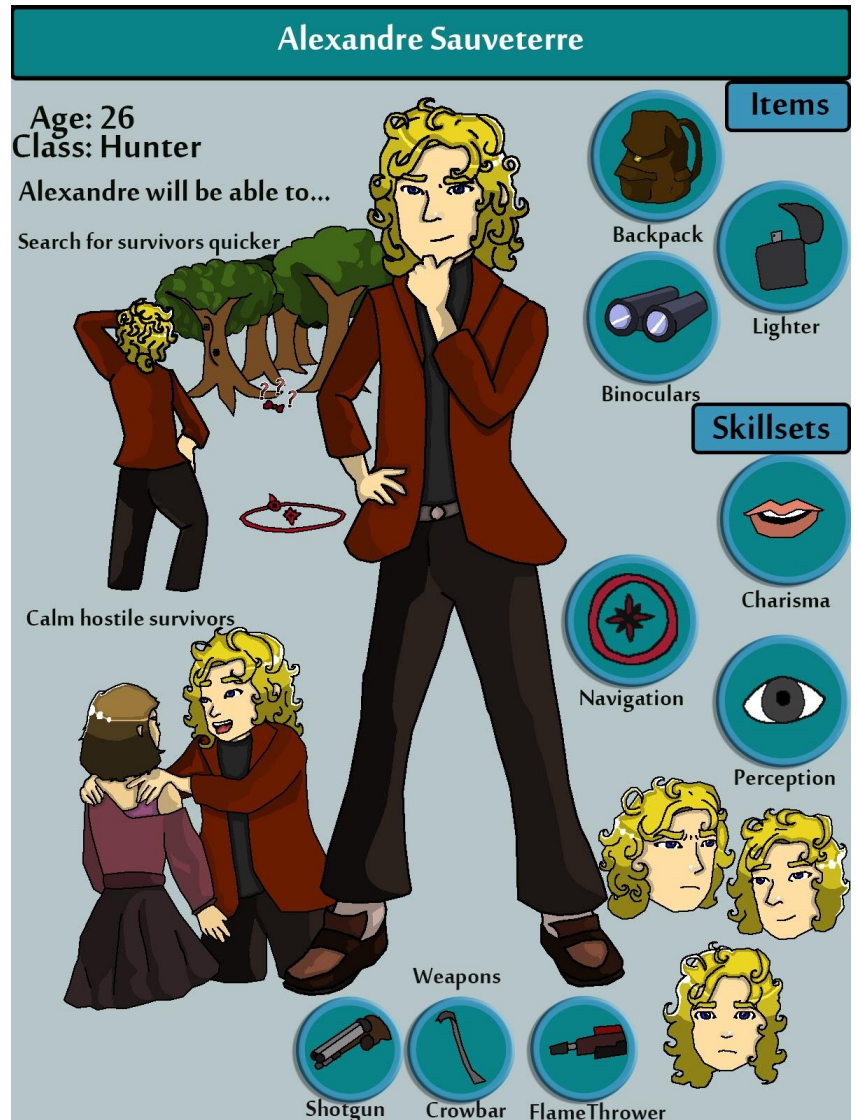
Arthur's perspective: Alexandre Sauveterre is a former member of a search and rescue team in France, he will be able to find civilians trapped in areas quicker than other members as well as carry loot for other group members, which is extremely helpful for the medic.

Their main attribute will be charisma, due to different circumstances (Mira convincing another survival group in their mission's area to either let her have items she was about to get or handout items that she needs, Alexandre convincing frightened civilians to follow him to safety or convincing survival groups to help them).

Items will include: a backpack, binoculars, and a match with lighters (For Mira, to be able to start fires to distract, for Alexandre, to light things on fire to burn zombies).

Skill Sets include: Navigation, speed, and perception.

Alexandre's weapons consist of a Shotgun, crowbar, and flamethrower.



Brute –

Brutes serve as the strongest of the members, being able to carry heavy items/weapons.



Theodore's perspective: Sean O'Sullivan is a 13-year-old boy who plays the role of brute by being able to push and pull heavy items that would be in the way of his group, as well as be able to climb into areas where he could push off heavy items that could crush zombies. Some zombies can die from being crushed while stronger, mutated zombies will be crushed for a certain amount of times before pushing their way back up, ready to kill.

Arthur's perspective: Wolfgang Schultz was once an aspiring bodybuilder from Germany, he will be able to also crush zombies by pushing large items over their heads. He was also a butcherer in his younger days, so his favorite weapons will either be an axe or a chainsaw.

Both will be able to sabotage electronic areas due to their engineering skills. Sean's father was once a professional car engineer while Wolfgang also had experience in engineering when he was in high school.

Their main attribute will be strength, due to their physical power.

Items will include: Food, gloves to protect hands from bruising and friction, and a toolbox.

Skill Sets include: Block, strength, and force.

Wolfgang's weapons consist of a Sledgehammer, chainsaw, and a machine gun.



Explosives –

Explosives are responsible for starting explosions that would either kill or distract enemies.



Theodore's perspective: Marijus Galinus is a 7-year-old boy who would drop mentos into soda bottles and throw it into areas, gather a bunch of phones and start them off to make a bunch of noise, and turn on multiple televisions, all forms of non-combative explosions (explosion of distractions).

Arthur's perspective: Ivan Mikhailov was once a part of a bomb squad, his specialty is specifically how to set off bombs and how to detonate bombs.

Their main attribute will be constitution, due to their ability to stand an explosion at a certain range.

Items include: Walkie talkies (one for the Explosive, other for a chosen class member to be able to warn others when preparing to set up an explosion), whistles that also serve as a warning but for those who do not have walkie talkies, and mask (for possible gas bombs).

Skill Sets will include: endurance, speed, and range.

Ivan's weapons consist of hand grenades, dynamite, and missile guns.



Attributes

Attribute 1 – Intelligence: As an attribute, intelligence is useful for situations such as finding perfect spots to hide, timing a sneak attack, lockpicking to enter a different room, or being able to hide in plain sight. This will affect an enemy's sight or the sound of the player. If used well, the zombie will not detect the player through sight and sound.

Attribute 2 – Dexterity: This attribute is important to be able to aim properly and to be able to run fast during certain events. This affects the speed of the player. If used well, the player will be able to aim quickly and accurately, as well as outrun zombies that can run.

Attribute 3 – Wisdom: The importance of this attribute is more prevalent in the medic field, given that the more upgrades they have, the quicker they will be able to heal a patient or even themselves. Wisdom could also be useful in other classes, forming levels of intuition in different classes, it would act as a gut feeling to give subtle hints of possible zombie appearances. It affects the chances of a zombie sneak attack.

Attribute 4 – Charisma: With this attribute, facing rival survival groups will be easily done, the more charisma a character has, the better the outcome. Charisma affects the chances a civilian would follow the hunter and the chances a rival survival group would attack.

Attribute 5 – Strength: The attribute is useful during tasks that require a strong person to push obstacles aside and make a path for groups, and especially for brutal force against zombies. Strength affects the damage a zombie would take and the amount of time it takes to push and pull heavy items.

Attribute 6 – Constitution: Through this attribute, the characters will be able to go through poisonous gas due to their immune system and survive explosive blasts. Constitution affects the character's endurance.

Classes	Attribute 1	Attribute 2	Attribute 3	Attribute 4	Attribute 5	Attribute 6
Class 1	Intelligence	Dexterity	Wisdom	Charisma	Constitution	Strength
Class 2	Dexterity	Wisdom	Intelligence	Constitution	Strength	Charisma
Class 3	Wisdom	Dexterity	Charisma	Intelligence	Constitution	Charisma
Class 4	Charisma	Wisdom	Constitution	Strength	Intelligence	Intelligence
Class 5	Strength	Constitution	Dexterity	Wisdom	Charisma	Intelligence
Class 6	Constitution	Intelligence	Strength	Dexterity	Wisdom	Charisma

Abilities and Actions -

Walk (Navigation) and Attack are shared common abilities between classes.

Additional shared common abilities: Running, jumping, blocking, dodging

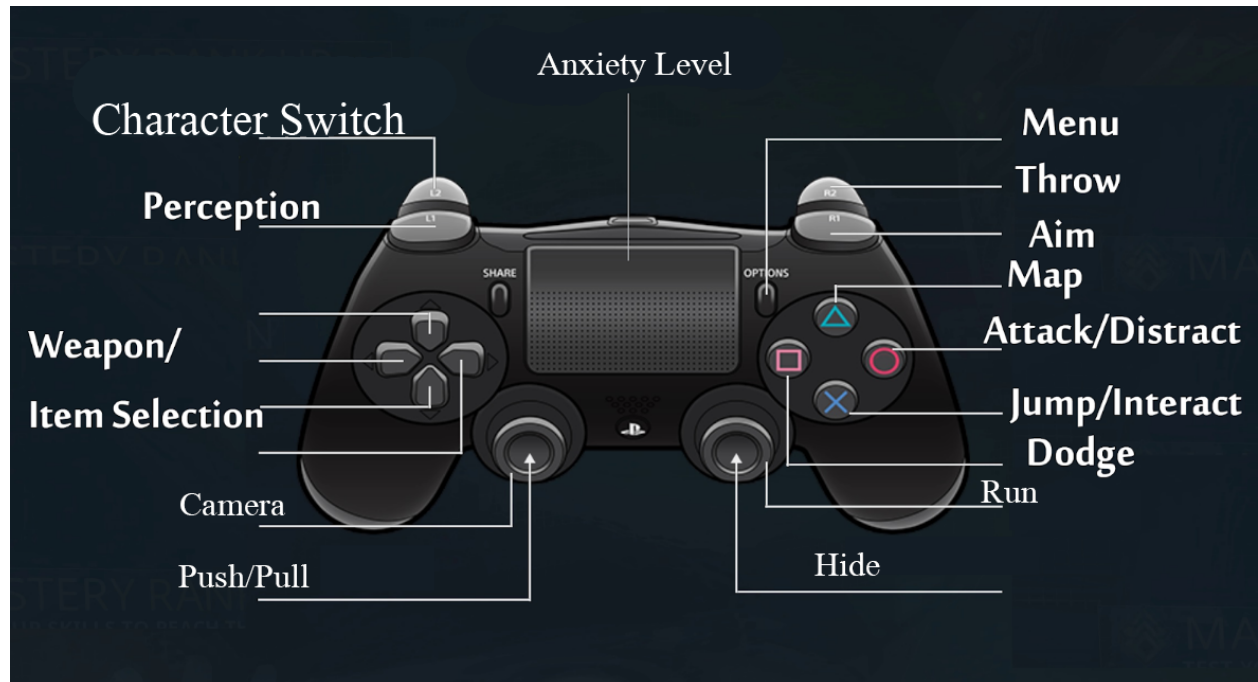
Class-specific abilities: Stealth, Aim, Heal, Collect, Push, Bomb, Hide, Throw, Shield, Persuade, Pull, Detonate

Classes	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Navigation	Walk	Walk	Walk	Walk	Walk	Walk

Attack/Distract	Attack/Distract	Attack/Distract	Attack/Distract	Attack/Distract	Attack/Distract	Attack/Distract
Action 1	Block	Dodge	Block	Dodge	Block	Dodge
Action 2	Run	Jump	Run	Jump	Run	Jump
Class Specific Ability 1	Stealth	Aim	Heal	Collect	Push	Bomb
Class Specific Ability 2	Hide	Throw	Shield	Persuade	Pull	Detonate

Player Controls (Button Mapping)

Anxiety Level: The touchpad is most useful for Rogues, but it could also be used for quick-time events. Pressing on the touchpad while hiding with Theodore will help bring a balance to how hard he could be hugging his teddy bear: if he squeezes too hard, a button would pop out of its head or clothing, making a pop noise that could alarm a zombie. If he squeezes too soft, his anxiety level would rise. On Vitale, the anxiety level could help while sneaking up behind a zombie or hiding in plain sight (pretending to be a statue). Swiping on it as Vitale slowly makes his way towards the zombie or swiping at the right moments to make sure Vitale doesn't twitch while a blind zombie sniffs him.



1) Camera section –

The camera will work in a spline movement, being able to move in predictive ways to avoid collisions. When enemies are close, the camera will slightly tilt to give an uncomfortable feeling. There will be two perspectives, first and third, which can be adjusted in the settings.

Before an event occurs in a third-person view, the camera will move back slightly and tilt, until a cutscene occurs. In the first person, the camera would only tilt slightly until the player enters a trigger that will start a cutscene.

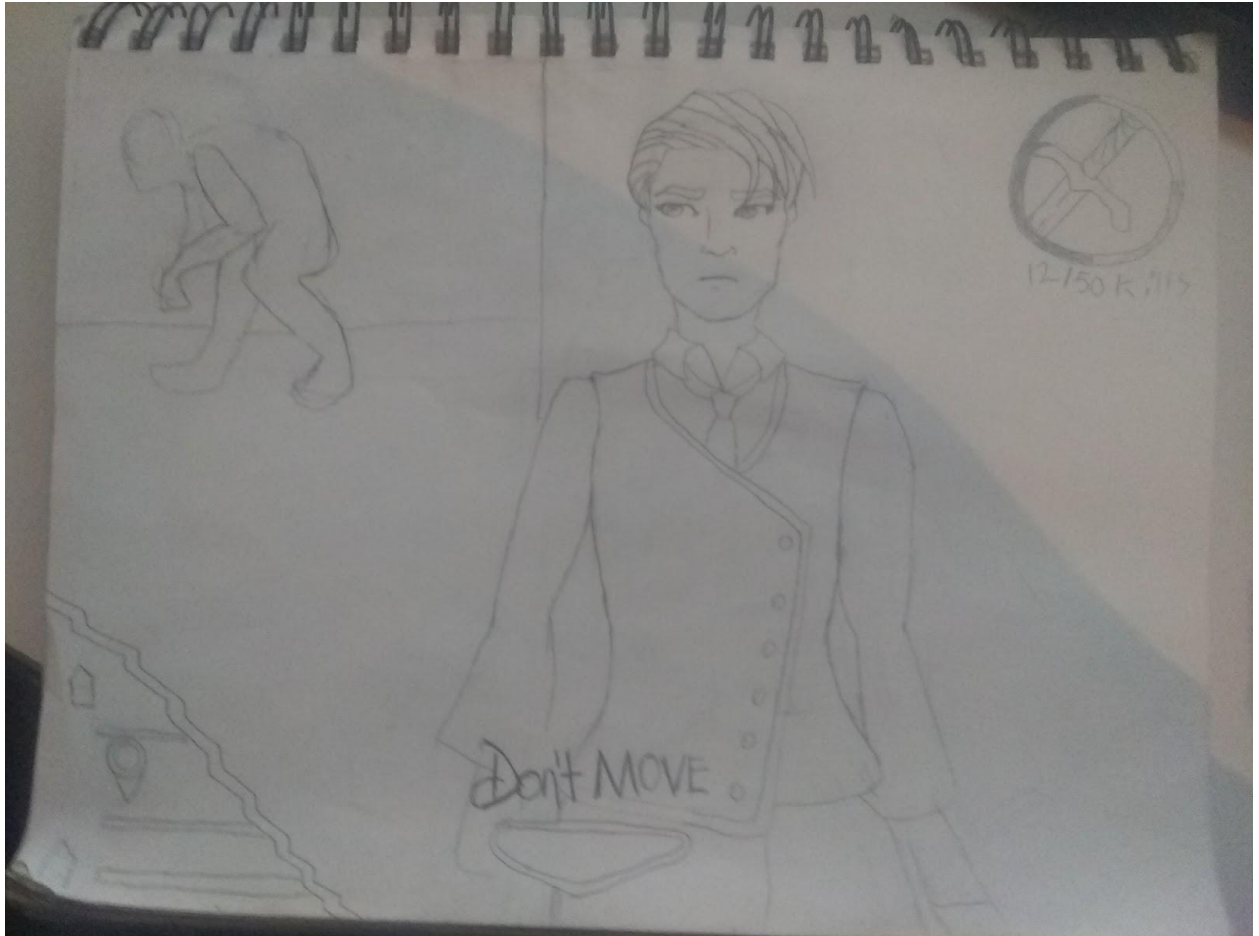
2) Wireframe mockups:

- Player Health - HUD
- Anxiety Level - HUD
- MiniMap (Hold R2 for full map)
- Item/Weapons - HUD



3 Smoke Bombs
Left

Don't Cry...



- There will be both a minimap and a map, the minimap can be present or invisible if the player presses and holds R1.
- You must press and hold the triangle to access the map of the entire section
- The map will be top-down and an arrow will present the direction
- Enemies will be shown on the map, objectives, and NPCs
- Accessible places will be shown on the map, non-accessible places will be presented by a lock until the player is able to get to it.
- Some enemies will be hidden in the fog of war. When the player has access to a certain part of the map, the fog will vanish.
- The map will be transparent
- The map will allow scrolling and zooming.

Combat System Overview

Enemy Unit Overview



- Zombie

A zombie was once a human but was infected by a bite. These monsters are the easiest to kill in both Combat mode and in Survival mode.

Zombies are the only ones that the children in Survival mode could be able to kill without any items required.

- Survivor

Survivors are hostile humans who were once civilized people, now desperate for survival.

The best way to prevent an attack is through negotiation. The player could choose to prevent an attack or to calm down the impulsive group of people. If the negotiation is successful, the player could be rewarded with resources in Survival mode. In Combat, the player would be rewarded with the group as they become rescued civilians.





- Caeocci

The Caeocci have the lowest sense of sight out of all the enemies. However, they have the greatest sense of smell and mimicking vocal cords, being able to lure players into their grasp with their voice by pretending to be their teammates asking for help or trade. The Caeocci are very sensitive to light, if the light is shone into their eyes, they will feel immense pain. If enough light is shone in their eyes, they will die. The Caeocci will be killable in Survival mode as long as one of the children has a flashlight. Players will be rewarded if they kill the Caeocci with a flashlight by unlocking an achievement, which would reward them with either upgrades or new items.

- Ultra Violet Zombie

These beasts have the highest senses of smell, sight, and hearing. They can outrun players in both stealth mode and in combat mode. The only way to kill them is to get them to self-destruct by trapping them in a metallic area. This could be done by luring them towards a metal elevator, hide in it, and watch as they desperately try to catch the player, even as their rotting flesh falls apart the longer they desperately try to get to the player.

In combat mode, they will be immune to bullets unless the bullets are pure silver. One shot of a silver bullet will make the beast tear itself apart to get the bullet.





- Immortor

Immortors are the hardest to kill. In stealth mode, children will never be able to kill an immortal. The Immortor will stalk the player and only attack if another enemy is making the attack or if they are provoked by the player. Immortors test the player's speed, aim, and stealth. In Survival mode, a child could be able to hide from the monsters as long as they find the smallest area to hide. They will have to lure an Ultra violet zombie to the Immortor to get them to fight each other.

Enemy Attributes Overview

Enemy Attribute Definitions

Speed

Speed in every enemy proves its purpose as it determines how fast they can move as well as how fast could they attack.

Perception

Perception determines how well an enemy could see.

Hearing

Hearing determines how well an enemy could hear.

Smell

Smell determines how well an enemy could smell.

Strength

Strength determines how strong an enemy is. They could either tear a human apart or simply scratch.

Bite

Bite works hand in hand with strength. A bite determines how hard the enemy could bite, if they could bite at all. It also determines the chances of an infection.

Weapon Balancing

These are the weapons for each class. Every class has three weapons on them for free, with the weapon that does the most damage (Tier 4) being the one they'd have to either find one in an area or buy one through the merchants at the military base. The Merchants' role is to try to recreate civilization through currency.

● Rogue

	Weapons			
Tiers	Tier 1	Tier 2	Tier 3	Tier 4
Rogue	Crossbow	Dagger	Poison Bomb	PSS Silent Pistol
Melee/Range	8	3	7	10
Damage	4	7	9	12
Accuracy	2	3	5	5
Speed	2	4	3	1
Rate of attack	1	2	1	6
Cost of Upgrade	17	19	25	34

- Crossbow: Does the lowest damage but has a decent range, this is perfect for the rogue because can be quickly reloaded and quickly used. The fact that it doesn't do as much damage is a con and especially since the accuracy will be dependent on how the players aim, it proves itself to have more cons than other weapons.
- Dagger: This classic weapon is perfect for sneak attacks, in fact, players are rewarded if they use the dagger for a sneak attack through an instant enemy death (enemy being stabbed in the eyeball, directly damaging the brain.) The range is up close and personal, does a good deal of damage, accuracy will depend on how well the stealth is, it is quick and it is easy to use. It isn't as useful in direct combat, since the rogue would be face to

face with an enemy who is completely aware of the rogue.

- **Poison Bomb:** The poison bomb is excellent for multi-kill, as long as the rogue throws it at a good distance, and especially towards a horde. The damage is extreme, and if upgraded enough, the damage will result in instant death. The rogue, however, will have to quickly get away from the bomb, otherwise he will take damage.
- **PSS Silent Pistol:** The pistol is perfect for range attacks, does a great deal of damage, easy to use in accuracy, is quick and most importantly, quiet. Reloading may take a bit, but nevertheless, its uses are worth it.

● Archer/Sniper

Archer	Bow and Arrow	Chekhov Gun	Sniper Rifle	Henry Arms AR-7
Melee/Range	7	10	15	20
Damage	5	8	12	15
Accuracy	3	6	16	24
Speed	6	4	2	5
Rate of attack	1	4	3	5
Cost of Upgrade	22	32	48	69

-
- **Bow and Arrow:** A classic for the archer, not so much the sniper. If used well, the bow could have excellent range, give decent damage, and provide easy accuracy. The

reloading part is where it tends to be irritating, especially if a horde of zombies is coming towards the player.

- Chekhov Gun: This bad boy is good for both range and up close, giving more damage than the bow and arrow. It is easier to aim with but the reload is also an issue.
- Sniper Rifle: This is a classic for the sniper, has a longer range, does more damage, and is extremely accurate and even easier to aim with than the Chekhov Gun. However, when aiming, the vision is more focused on the enemy, making the sniper vulnerable to whoever may be behind him.
- Henry Arms AR-7: This is another version of the Sniper Rifle but improved, dealing more damage, goes further, and is extremely easy to aim with. Again, it will still leave the sniper vulnerable due to aim.

● Medic

Medic	Bat	Axe	Machete	Assault Rifle
Melee/Range	2	3	5	12
Damage	1	3	7	10
Accuracy	2	2	6	9
Speed	2	4	3	7
Rate of attack	1	2	1	6
Cost of Upgrade	8	14	22	44

- Bat: The medic can use the bat for a quick knockout, especially in a case where the main focus is to protect the patient. It is especially good because it does not make a lot of noise. The problem, however, is if he is faced with a horde of zombies, a bat would not be enough.
- Axe: The axe does more damage than the bat and kills quicker than the bat. If the medic is not careful, the blade may dull and the axe could end up stuck on an enemy's head or body.
- Machete: The Machete is easier to use and when it dulls, the medic could just as easily kick the enemy while pulling the machete out. This is perfect to use while protecting a healing patient, terrible when a horde of zombies is approaching.
- Assault Rifle: The assault rifle is the most useful in protecting patients, since it is perfect for multi-kills. Of course, the noise would attract more zombies if used excessively.

● Hunter

Hunter	Crowbar	Bayonet Rifle	Shotgun	Flamethrower
Melee/Range	2	4	12	9
Damage	1	7	10	14
Accuracy	2	4	5	5
Speed	2	3	3	2
Rate of attack	1	2	4	2
Cost of Upgrade	8	20	18	32

- Crowbar: The crowbar is perfect for two uses: unlocking different areas and bashing a zombie's head in. Like the axe, if it dulls, it would end up getting stuck in the body or it would break when the hunter is using it to pull on something.
- Bayonet Rifle: The Bayonet Rifle is great for both melee and range, being able to shoot and stab with its blade tied under it. However, the reloading session may take a bit of time.
- Shotgun: The shotgun does more damage than the crowbar and Bayonet Rifle combined, but the reloading session is even slower than the Bayonet Rifle.
- FlameThrower: Extremely perfect for multi-kill, being able to set everything on fire, even an entire room, which could kill multiple enemies quicker than the three other weapons. However, if used too much, the player would end up needing to reload it with oil, which

runs out quickly if not paid attention. Not to mention that the fire could get extremely out of control.

● Brute

Brute	Axe	Sledgehammer	Chainsaw	Machine Gun
Melee/Range	2	3	5	14
Damage	2	5	9	11
Accuracy	3	4	6	8
Speed	2	3	8	7
Rate of attack	1	1	2	7
Cost of Upgrade	10	16	30	47

- Axe: The Axe is easy to use, quickly used, but again, it can dull and be stuck in the enemy's body.
- Sledgehammer: Very heavy but very headcore, the sledgehammer is the Brute's favorite weapon. However, if missed, the brute would be vulnerable to an attack, as a second use wouldn't be so quick.
- Chainsaw: The chainsaw does more damage and because of the brute's strength, it can be used quickly. However, because it runs on oil, the brute better have enough on him to continuously use it. Because of its noise, it may attract more enemies.
- Machine Gun: Extremely perfect for multiple range kills, can be used very quickly, but is very noisy.

- Explosive

Exposive	Metal Pipe	Dynamite	Grenade	Missile Gun
Melee/Range	3	10	15	20
Damage	3	6	7	21
Accuracy	4	6	5	17
Speed	2	5	4	15
Rate of attack	1	1	1	3
Cost of Upgrade	13	28	32	76

- Metal Pipe: The metal pipe is the least useful out of the four weapons the explosive uses. It is more useful for one on one combat.
- Dynamite: The dynamite explodes at a good range, but must be lit up before being either left for the Explosive to run from or thrown at a good range. It takes a while to explode. Good for multi-kills.
- Grenade: The grenade is extremely excellent for multi-kills, and can kill everything in its range. Just don't accidentally throw it against a wall in a room that you're in.
- Missile Gun: If aimed correctly at an enemy, this bad boy will follow whatever the player aims at and kill it instantly, alongside whoever is next to it.

Progression System (XP, Upgrade System / Skill Tree / Crafting System)

- **Overview**

All progression will be found in the pause menu, so that players would not have to distract themselves in the middle of the game, risking a zombie taking them by surprise.

To upgrade a character's skill or earn a new item/weapon, when the player upgrades, they can only upgrade one character at a time. If they are ready for an upgrade and all characters are at level 1, they will have to choose one out of six characters to upgrade. That character would be level 2, and all others will remain at level 1 until they are selected to upgrade.

- **Progression System Diagram**

<https://docs.google.com/spreadsheets/d/16yjVjAXcL-Y7ykQx-lOWnHch3PF29qIDsX1EKWLM1Fw/edit?usp=sharing>

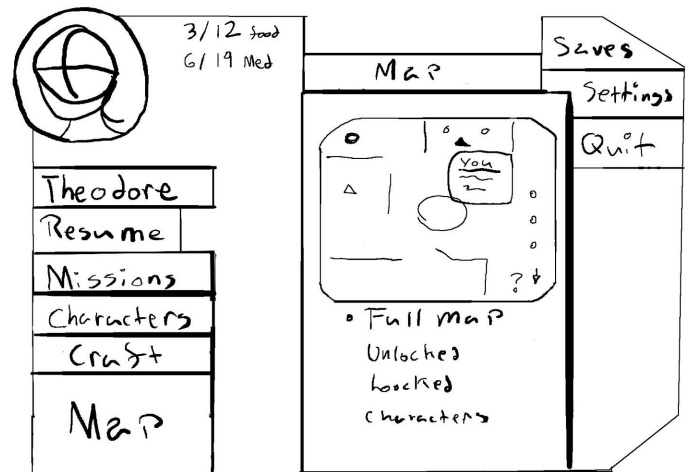
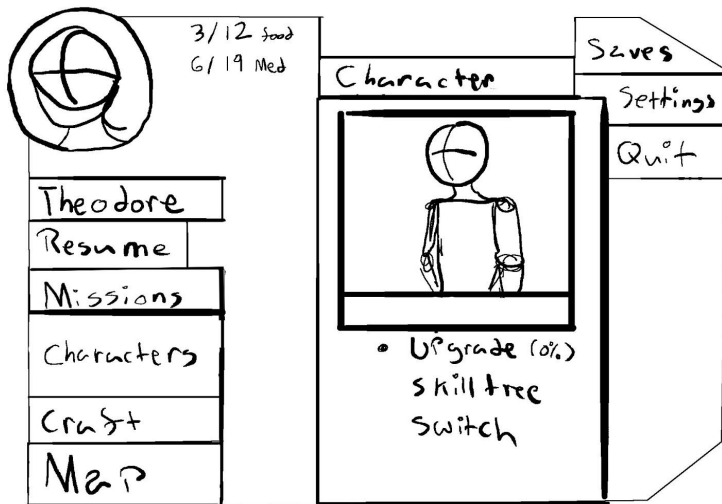
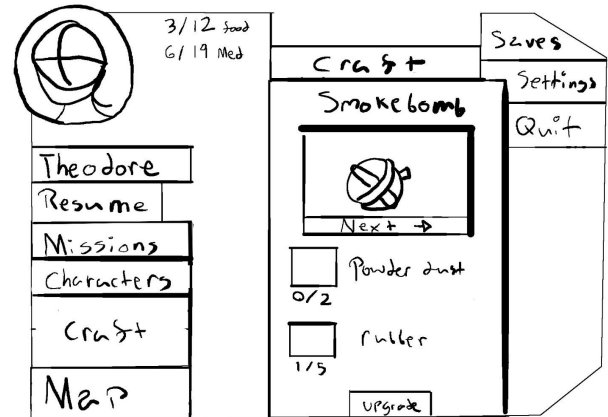
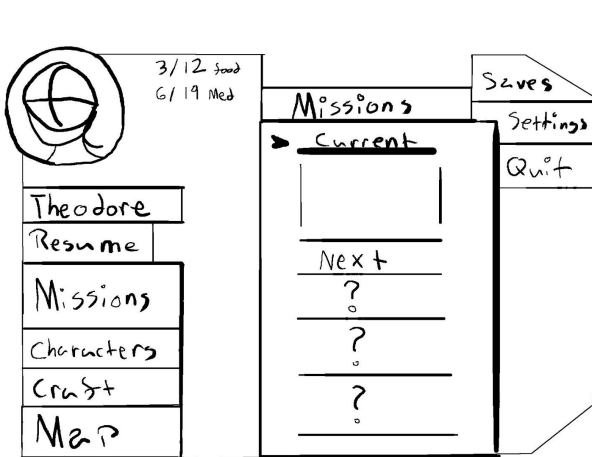
- **Progression System HUD**

- **Missions** – This gives a better description of the quest the player is working on. This is so that if there is something hugely storyline based and the player has missed it during a cutscene, they will be able to remind themselves of what they are supposed to do. Sometimes the descriptions can provide hints, such as where a specific item might be likely to be found or how to reach survivors.
- **Characters** – These show the characters in the group, if an upgrade is available, the player can choose a character to upgrade. This is also where their skill trees would be found. If the player wanted to, they can also switch characters here.
- **Crafts** – To improve a weapon or items, players will go into craft and be able to combine different ingredients to make their items stronger. Ex. Make Alejandro's arrow go further or improve Theodore's smoke bomb.
- **Map** – This shows the entire map of a location the player is in, whether or not they are in their main bases or if they are in a mission-based area. This will show what is locked and

what is unlocked. This also gives information about different areas, such as what a player has done in that area to keep track of where they need to go, where different characters are and if a switch is necessary to progress the level, etc.

Progression System HUD or UI Mockup

Wireframe



Internal Economy - Resources

- **Overview**

The economy's currency uses a trading system between the player and an NPC. Because weapons wear out as time passes, trading will be necessary to prevent vulnerability, which is why each member of the rescue team in Combat mode receives three weapons each in their inventory. Children in survival mode would trade with their teenage guardians to prevent them from running out of ammunition.

Spreadsheet:

<https://docs.google.com/spreadsheets/d/1jCyDmxncjQ8R2HawDLq2FmkNqOOI-fmkBEPJMT8CPc/edit?usp=sharing>

Combat Mode



The player would meet with a man named Bruce, a former entrepreneur looking to get back in the business in the middle of the apocalypse, and his wife, Catherine. The military gave Bruce and his group the role of merchants so that when the zombies are all killed off, civilization can slowly get back to where things were. Players will be able to trade different resources such as food, bottled water, and essentials (various items found in different places including clothes, technology, etc) for weapon upgrades, armor, and ammunition.

The medic, [Xiaobo](#), also has a group of merchants. Xiaobo has a PH.D and had worked with both live and dead bodies before the apocalypse happened, helping detectives find out the cause of death. With his skills, he and his own team would work on creating a vaccine that would kill the bacteria. Xiaobo and other group members in the rescue team (with the exception of Alexandre, who finds it disgusting), would be able to take pieces of zombie corpses in their inventories and trade with Xiaobo's medic team for first aid.

Food, bottled water, and essentials may be found mid-search or after a successful resolution after an encounter with a hostile survival group. Zombie corpse pieces will always be found on a dead zombie after it has been killed by a player or if found already dead.

Survival Mode

The children will be able to communicate with teenagers throughout the game. Since various types of food would rot if the player is taking too long to progress in a mission and given that the teenagers would eventually run out of ammunition and their weapons would eventually deteriorate, children will be able to trade with them to prevent the leader from being angry with them over the rotten food and to make sure teenagers are still capable of protecting them.

In replacement of zombie corpse pieces, children would instead be able to gather pieces of engineering equipment in order to rebuild a radio to be able to listen for the military and even communicate with them with the help of one of the engineering teenagers.

Ammunition can be found in locations that once sell them, in the inventory of a dead zombie, or rewarded after a successful encounter with a hostile survival group. Engineering pieces can also be found in similar circumstances.

Inventory System

Overview

Inventory is important for both combat and survival modes, especially when it comes to having to use weapons or defensive items to prevent or stop an attack. Both modes have a similar system but different styles. In Survival mode, the game will not pause for the purpose of keeping players under the uncomfortable atmosphere, making them feel insecure and paranoid, as well as enforce a timer on them. In Combat mode, the game will be able to pause so that players would have more time to choose weapons or look through their inventory. The inventory will be able to carry resources such as food, water, first aid, weapons, and necessary items for missions (Ie. Radio parts for sidequest, zombie pieces). [The Hunter](#) will have the largest inventory and will hold more than other playable characters. Normal roles in Combat Mode will start off with a carrying capacity of 200 while the Hunter will have a carrying capacity of 400 while in Survival, normal roles will have a carrying capacity of 50 while the Hunter will have a carrying capacity of 100. Every upgrade will add a 5 carrying capacity, despite the fact that resources will be more and more scarce as the game progresses. Inventory will allow players to change weapons/defensive items as well as be able to see an objective, keeping track of what they need to complete an objective.

Inventory HUD

Survival and Combat have different styles of inventory but still have similar functions. Survival's inventory would fill the screen partially in the center, keeping the player from being able to see whatever may be in front of them as the game continues to play. This is meant to provoke paranoia and a rushed feeling as well as make the players come up with ways to prevent a zombie or monster from attacking them while checking inventory by hiding in places that the child they're playing as would be secure, especially when they need to switch out items for different functions.

Combat mode's inventory would be to the side as the game pauses and makes the environment around the player blurred, black and white. The inventory would show up to the side of the screen in different tabs, so it would be easier for them to find items for health or switch out different weapons, given that the adults would be much more organized than the children in survival mode. This style is meant to convenient the player into being able to quickly grab what they need before going back to the game to kill more zombies and rescue innocent civilians.

Current Item – Both modes will show a current item they have at hand, which could be a weapon, defensive item, first aid, or a resource. To interact with it, the player will have to press one of the buttons on the D-Pad and then press the x button to either change the item/weapon or look through other items. If they only want to change the current item without opening the entire inventory, they can just press the D-Pad twice and continue as it scrolls through different items.

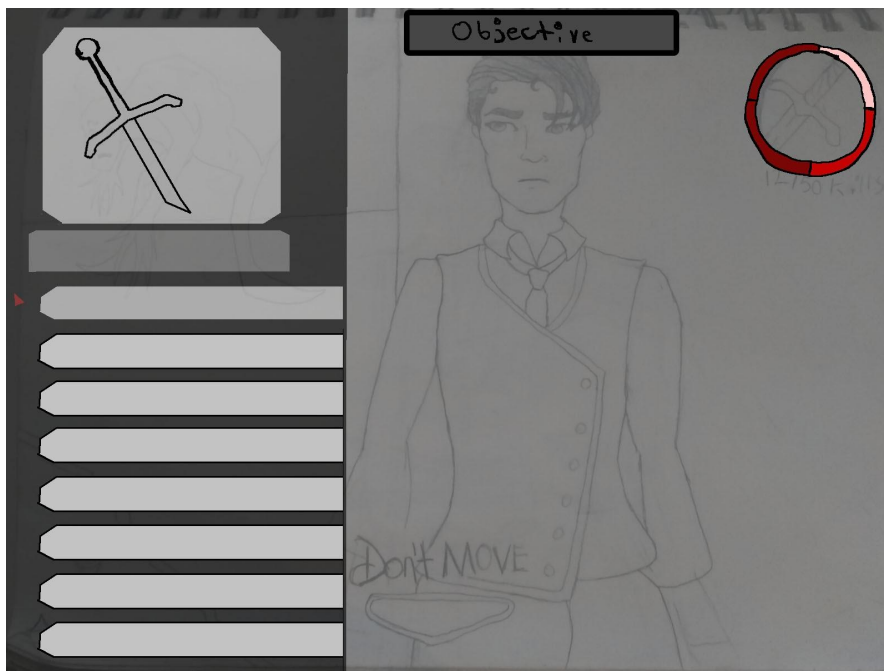
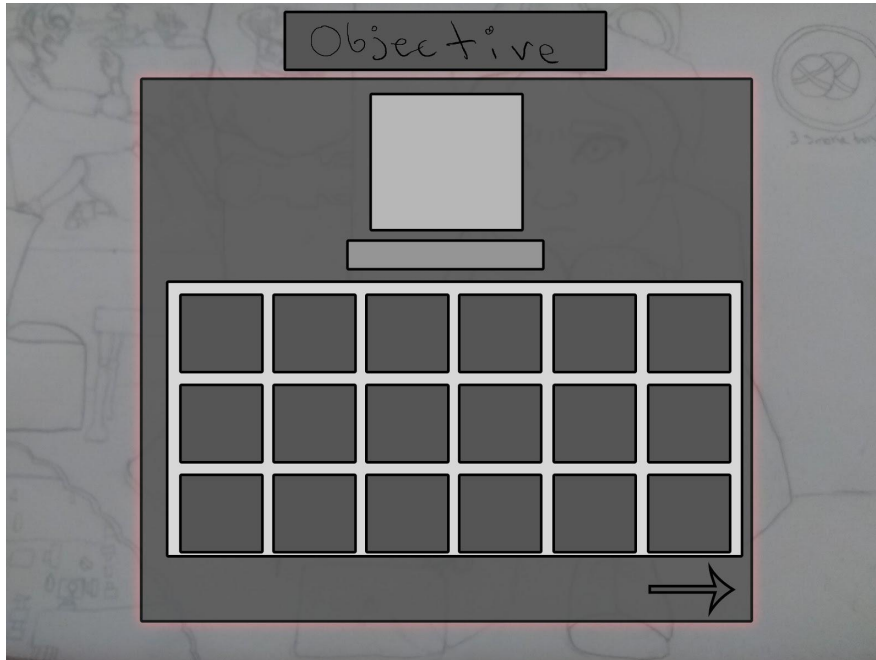
Tabs – Only Combat mode has this, in which the inventory would present different tabs for different categories. Greyed out tabs could only be unlocked once a player finds an item that fits in the category.

Objective – Main Objective will show the main objective (or current objective) the player is working on. The player can switch objectives if the player interacts with it.

Health – The Health will be highlighted so players in Survival mode can be wary of their own health, especially under pressure. In Combat mode, the health is highlighted if they were infected, this is so they could take a [vaccine](#) and kill the infection before it destroys them.

Warning- Only Survival mode has this, the entire box would slowly flash red as to warn the player if something is approaching from behind or in front. To make paranoia effective, the warning will be very subtle, but noticeable, especially when the player pays attention to details.

Inventory System HUD Mockup(s) –



Puzzle

There are two different types of Puzzles players would face throughout the gameplay, one that all roles have access to and another that are specifically designed for different roles. This applies to both Combat and Survival mode.

- **Enemy Puzzle**

Enemy puzzles are accessible for all roles because they all have to face enemies. Since zombies are the easiest to avoid and kill, most puzzles would revolve around them. In each level, there will have to be a room that players need access to but too many zombies are around, making it harder for the player to get to, especially if the player isn't the rogue, the only role with the highest stealth. For Survival, children will be able to call out to the teenager currently supervising them, in which the teen would get to the child and kill the enemies. In Combat, the same mechanic could be used in which the adults can call out to other roles if one role has access to the room while the other can cover the player while they sneak. Sometimes they don't have the luxury because the teenager is far away or the teammate isn't close to players, in which the player would have to determine how to get into a room, out of a room, or retrieve different things without alarming their enemies.

- **Role-Oriented Puzzles**

Role-oriented puzzles are designed for specific roles, such as lockpicking for rogues. Some of these puzzles are timed based, especially when it comes to the medic, in which they'd have to take part in a quick time event to administer the treatment to an injured teammate before an enemy acknowledges them and thus interrupts the healing and initiates a defense sequence, in which the medic would have to fight off enemies before one of them gets to the patient or to him. The brute would have to time himself before pushing off huge objects on top of enemies. They'd also have to determine when would be the right time to push off a large object because noise is the main sense that attracts enemies. This is the main mechanic for the Archer and Explosive in Survival mode, since noise is their strength. Players would end up having to determine the amount of noise they'd want to make, depending on the amount of monsters they may be dealing with.

All Puzzles have consequences, if failure were to happen, noise would start and alarm enemies towards the player's direction.

Progression 2 - Drop Tables

Overview

When a player kills an enemy, an enemy would end up dropping different things that players may need to use for different quests. Enemies that are hardest to kill releases the most stuff.

Matrix Charts

[Drop Table](#)