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UNIT CODE:	**GRDE2105**
UNIT TITLE:	**Game Design Introduction**
YEAR:	**2015, Semester 2**
ASSIGNMENT:	**Project 2 – Brief: Game Design Document**
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GROUP:	
ASSIGNMENT NAME:	**Undead Train**
DEGREE ENROLLED:	
DUE DATE:	**23rd Sep 2016**

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Signed: _____ Date: _____23rd Sep 2016_____

Undead Train

Project 2 Brief for Game Asset: Game Design Document

1. Game overview

Concept:
The game will be a first person shooter action adventure RPG game with zombies. The game will revolve the combat action between the special agent (protagonist) group having mission that must save the trapped in the train and the zombies.

Genre:
The genre of the game is an action adventure RPG. The game revolves around the combat action with zombies more than the Role-playing aspect although it has various RPG elements.

Key features:
The game will be a first person shooter. The users need to choose one of the characters at the beginning of the game having different appearance. The characters will leave for adventure to save the trapped people in the train. Each stage will have different number of the zombies and to go to next stage, the character must kill all zombies without any losing of the life point.

Art style:
The game will be based on realism to make the users feel that it can be happened in real world, like in daily lives. I want the game to evoke the theme of the films, such as 'Resident evil', 'world war Z' or especially 'The train to Busan' (The Korean Zombie movie). Specifically, the game is based on the theme of action horror, so the art style will be something dark and thrilling.

Sound/FX:
The key factor of the game is the zombies so the important sound effect will be zombies' screaming sound. The game will focus on how to present the zombie sound more dynamically and vividly. Also because it is the combat game, the game will have the various combat sound effects, such as shooting the gun, throwing the knife, cutting the zombies or injuring. After the main characters destroy the zombies when they save the trapped people, some people's voice will be come on.

Platform:
The final game will be based in mobile game platform and also it will be a companion app available for smart phones and tablets wherever the users can play the game.

Audience:
The game would target itself towards anyone who enjoys first person shooter combat game and who likes to play the game in smartphone because the game that I designed is based in mobile game. Specifically, it targets the age group between 20s-30s regardless of gender and sexuality. It will be included the violent scenes in combat action, so it is inapt for under age.

Competition:

The one of the typical zombie games is 'Resident Evil'. The game is a highly successful franchise of survival horror and science fiction that started life as video games developed and published by Capcom and created by Shinji Mikami. The series is credited with establishing the survival horror genre in the gaming industry and 'George A' has heavily influenced it. (Capcom. 2000) It should also be noted that the Resident Evil series was inspired by a 1989 Capcom game, based on a Japanese horror movie, called Sweet Home. Most Resident Evil games carry over themes from Sweet Home such as of multiple characters, each with their own strengths, weaknesses and special items. The resident evil is also first person shooter game and to complete the stage, the character has to kill zombies. The character has various weapons, such as bomb, gun and knives.

2. Game world

Backstory:
A virus researcher, who works for the government in secret, studies the fatal virus of humans. While studying the virus, he drops the glass flask. He picks up a piece of the glass and he cut his finger on the broken glass. At that moment, the virus attacks him through his scar. Few minutes later, he feels unwell and he thinks he need to go back to home to take a rest, then he leaves the laboratory. To go to home, he takes a train, but suddenly he feels something wrong and changes to the zombie. He starts to bite the people in the train and the people, who were bitten from him, change to the zombie as well and they start to bite others. People try to escape from them. Some people who are bitten from the zombies run away and take another trains. While the escaping, they coincidentally realize that the zombies cannot open the door. By using this factor, each people hide out to the toilet and lock the door. Each train picking up the zombies and trapped people departs. In the trains, the situation becomes worse and the trains stuck in the situation that cannot run any more. Each train stops in different location. Some people in the each train shoot this situation and upload the SNS. The government check how much serious the situation is and plan to save the trapped people. The government decides to dispatch the special agents to save the trapped people in the train. The agents having mission are sent to the trains.

Characters:
The protagonist of the game is a group of the special agents that are dispatched to save the trapped people in the train. The agent group has four members: two males and two females. They are well-trained agents with lots of experience of the various combats. They never fail in missions and do anything if it is for completing the missions. They are wearing the combat uniform with various weapons, such as gun, knives, grenades, magazine of a gun and the lighten flares. The users can choose one of the characters at the beginning of the game and then also they can name the character by themselves. As the users complete the stages, they can get the items to upgrade the attack, defense and hit points of their characters and also can buy the items through the store page.

The characters have some vaccines that assigned from the government before they are sent to the combat, so if they are bitten from the zombies, they can be treat with the assigned vaccines. But if they are bitten after using every vaccine, they cannot survive. Thus, if the characters don't have any vaccine, the game is over. Each character has different offense,

defense and physical points. It can be upgraded by the items and through complete the training stages.

The antagonist that the special agents need to fight with is the zombie. The zombie has no intelligence, weak to the light, that is why the special agents bring the lighten flares, cannot speak, just screaming. The zombie is wearing different kind of the clothes covered in blood because they were originally the normal people and changed after they got bitted from the zombie. The zombies act on basic instinct, especially appetite. They attack all living and moving things to eat. Every people who were bitten will be changed to the zombies after few seconds.

Missions and story progression:
At the beginning of the game, the users force to complete the tutorial and intro stage to know how to play the game and to show the backstory shortly. After then the rest of the game will be opened up. The main mission of the game is to save the trapped people in the train. There is a map that shows the trains' location that having the zombies and trapped people. Each train has different level of difficulty and the users have to complete step by step. If the users cannot complete the stage, the next stage won't be opened. The level of the difficulty has distinguished according to the number of the zombies having different level of difficulty that the characters have to kill. As the level goes up, the users can get the backstory more. The story will be progressed with the narration. If the players complete one train, the limited backstory is opened and the story will be including the voice over and narration to let the players understand the story more easily, efficiently and interestingly, but while the game progresses, the narration will not be provided.

The main story will follow the Freytag's Triangle. The initial story is that by the researcher infected from the zombie virus people who are in the train become infected and others who are not infected hide in the train. The game is started from the special agents are sent to the train. The climax happens when the special agents are in final stage, which have zombies with the highest level of difficulty. The falling action is when the agents save every trapped people in the train by killing all zombies.

3. Mood board

Cover artwork
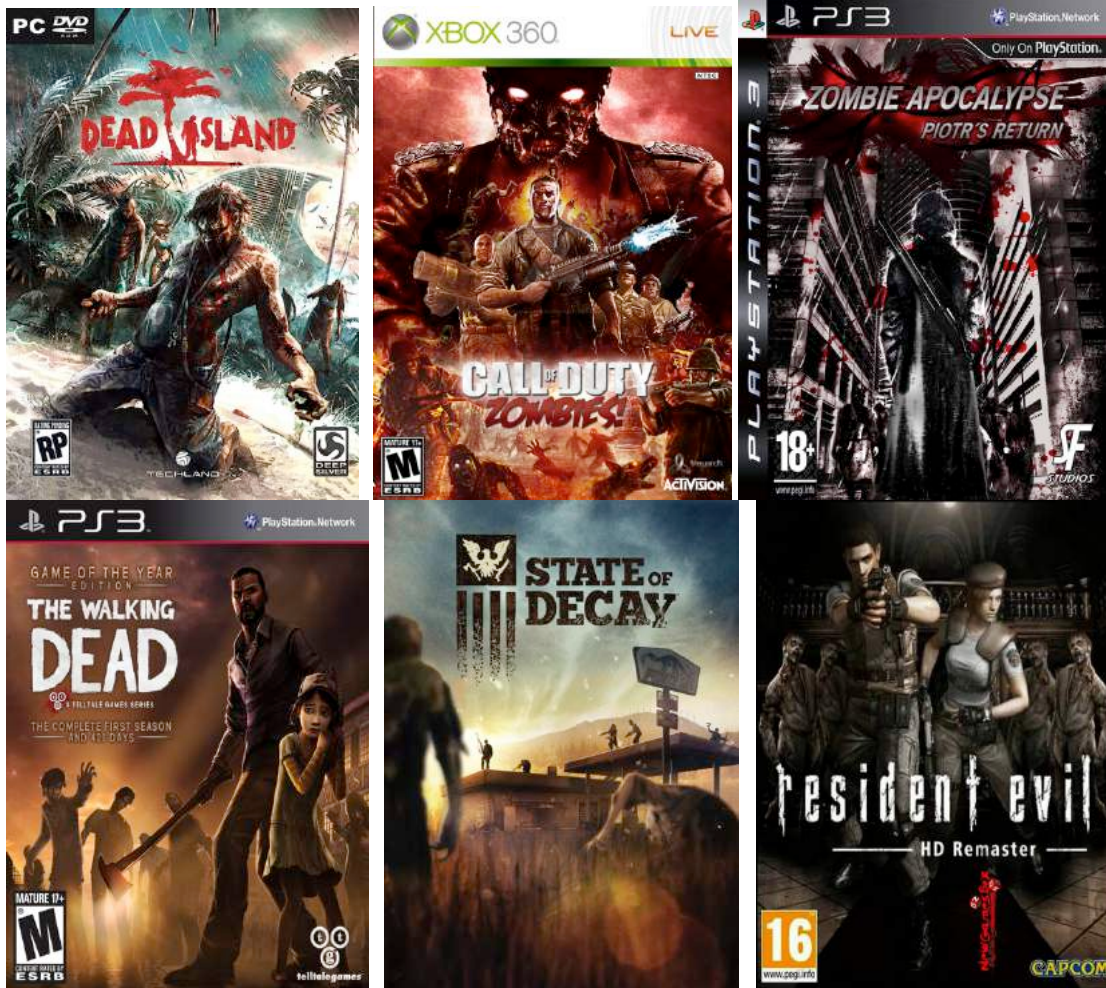
The game is based on the realistic art style. To show the theme of the game, which is horror action adventure, the cover art will have the intense lighting with realistic 3D characters having the realistic illustrated background of the station or the train in like in the real world. Though the game deals with zombies, the cover will be like being able to feel more action based and excites the users.

Intro sequence/exposition

The game will have an intro sequence that show from the present time situation in the train to the moment that the player's characters go into the train. At the beginning of the game, the players force to complete some tutorials and it will let them know the backstory shortly and it will help the users understand the game more easily.

In-game HUD/user interface
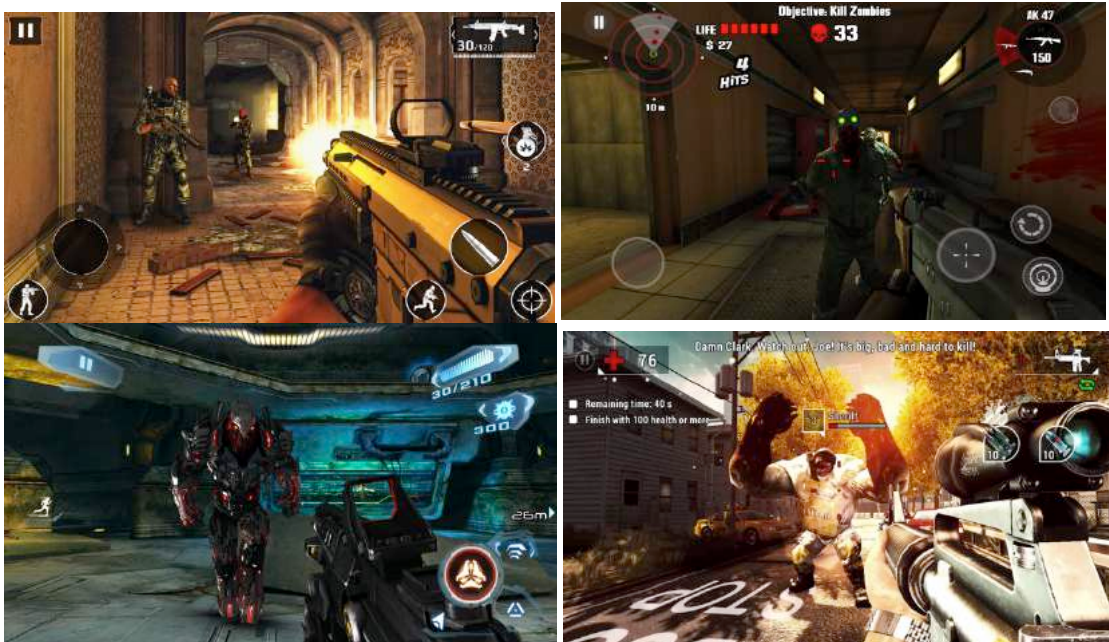
In game, HUD will be including the status bar showing how many the vaccines are left, how much the offense, defense and physical points the characters have and what weapons the characters have and can be used. Also it is a mobile game, it will have the button for movement and shooting. Because the game is in first person view, the characters' view is going to be limited, so at the top of the screen, there is a detector of the zombies. Through the detector, the character can know where are the zombies easily.

Game play mechanics

The game is a first person shooter game, so the camera will be set like being able to see through their eyes for the players. When the players complete the each stage, they can get the items that can upgrade their offense and defense points and various weapons. They can use weapons that they have by their free will. According to how use the weapons suitably and efficiently, the time of completing the stage will be different.

Characters
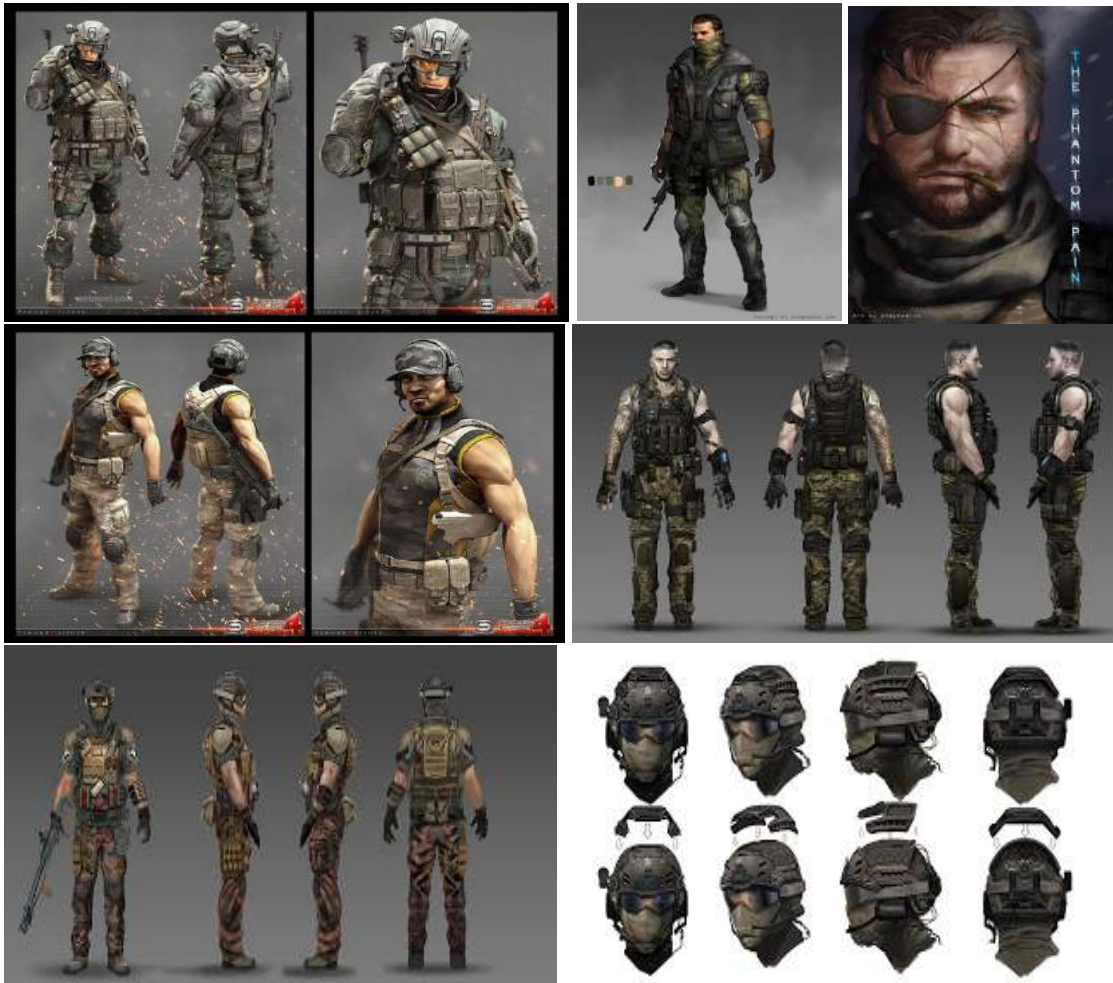
This is a combat game and it is based in a real world, so the characters will have realistic appearance. They will be wearing the combat uniform with various weapons, such as gun, knives or light flares. The characters will look like very professional, solid, strong and reliable. If the characters are bitten to the zombie, they will be infected, so it is important to protect the body. Therefore, The characters should wear the flak suit. The characters will be composed with two males and two females.

Locations/architecture
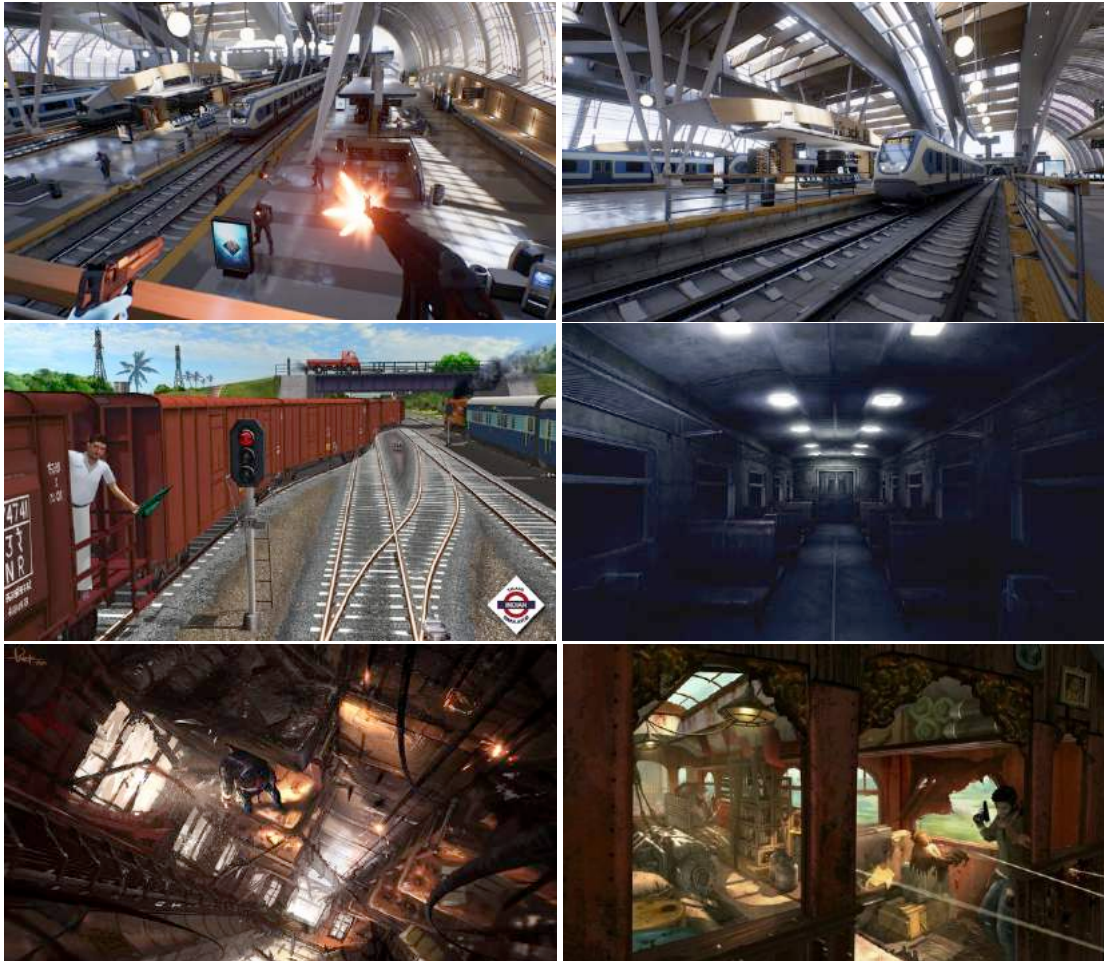
Every stage of the game will be played in the trains. The transition from the stage to next stage will show the outside view, but main location will be in the train. The game is set in the present, so the architecture will be based in the real world.

Lighting

My game is exclusively indoors, so I focused on how other games handles indoor lighting is important. Due to the riot in the train by the zombies, the train will be not working well, so the inside of the train will be a little bit dark and the key lighting will be only the sunlight that comes through the window.

Music and sound effects

The game will have various sound effects. In the stage, the required sound effects are the combat action sound effects, such as shooting the gun, yelling at the each other and breaking the surrounding stuffs, and the zombies' screaming sound effect. It will help the game to be more realistic and interesting.

It will also have the BGM to maximize the mood, such as thrill, excitement or tension of the game. I found some suitable BGM for my game. Those are used for the thriller, action and horror movies and it makes the viewers to concentrate to them and enjoy it more vividly and interestingly.

Link to BGM here:
- Hitman Codename 47 soundtrack - Main Title (Extended Version)
https://www.youtube.com/watch?v=J4ossube1m4&list=PLI2BV_l4tzOXbeTSPsYHEhgw3hIoCnIhZ&index=1
- Fight or Flight by Daniel Licht
https://www.youtube.com/watch?v=mLTRE_Qn_uA&index=2&list=PLI2BV_l4tzOXbeTSPsYHEhgw3hIoCnIhZ
- Dexter Season 4 OST - Trinity Suite - by Daniel Licht / Also in Season 7
https://www.youtube.com/watch?v=5NEilCqq6t8&index=3&list=PLI2BV_l4tzOXbeTSPsYHEhgw3hIoCnIhZ
- Marilyn Manson - Resident Evil Main Title Theme (Corp. Umbrella) (SX Long)
https://www.youtube.com/watch?v=9L7mZH2u3Qc

4. Production

Project 3 Asset from the Game:
I would like to create concept art, specifically for the main characters. It will be based on the research and various ideation and sketches. The final outcome will be 2D artwork using Photoshop. If the time permits, I want to design the antagonist character, which is zombies, and the equipment that the characters use as well. The main character will be harmonized with other design elements, such as lighting, tone and mood of the background. The final outcome will be full-colored and have simple lighting and shadowing.

Skills Required:
The final out come will be full colored applied the simple lighting and shadowing. To make the more realistic and aesthetic character design, the lighting and shadowing illustration skills is required. Therefore, I need to develop coloring, shadowing and lighting skills for the final outcome.

Resources Required:
I will mainly use the digital medium, specifically the Photoshop. The initial idea will be sketched by hand on a paper. The initial sketch will be scanned on desktop and will be made more detail through the Photoshop. Thus the most important required resource is Adobe Photoshop.

Schedule:
The third assignment is due in Week 14, so I have roughly 5 weeks to create an asset that I planned. Considering it takes me approximately a week to create a basic rough design of characters with the research of the characters and then another weeks to finalize it, I think I can create four decent character designs or two very detailed designs with various weapon and equipment.

Week 9-10: research the character concept art and create the basic rough design.
Week 11-13: refinement and finalize the design with the feedback from the lecturer.
Week 14: finalize the design and submit

5. Reflection

The first step of creating the game is based in high concept. The concept of the game is its premise, description the nature of the core activity or game play, usually citing the game genre. To make high concept of the game, I need to identify the game play, background/backstory, genre, characters, target audience, market competition and so on. (Week 1) I have tried to create high concept game by build those sections. I think my game design has quite high concept. Also my planned asset for the final project will be created based on the game designed with high concept. The rules of the game allow the users to distinguish the formal identity of the game and the rules are foundation of the strategies. (Week 2) I kept it in mind when I made the rules and strategy of my game.
The game that I designed for this project is based in the linear narrative structure. (Week 3) By following the restorative three acts structure, the story of the game has the first act part, which is stable state to the conflict, the second act part, which is developing conflict,

and finally the third act, which is resolution. (I mentioned it in 'Game World' section) Every video game has simulations. The simulation is something that imitates the main characteristics of the behaviors of the system. (Week 4) If possible, my zombie game will have some simulations, specifically walking, dying, attacking or screaming zombies. If so, the game will become more immersive. To make the game more immersive, I decided to use the realism for the art style. Realism prefers to capture the reality rejecting the escapism of the romanticism and authority of the symbolism. (Week6) The game that I designed is based in real world, so the characters also have realistic appearance and the architecture and location are also come from the real. I thought it can make the users can enjoy the game more vividly and interestingly. The asset that I planned for the final project is also based in realism, so it will have realistic face, clothes and also equipment. Through the digital medium, the final outcome will have a higher maturity level of the character design.

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