



Change log

Serial No.	Version	Changes	Author	Date
1	1.0	First Draft	Florent Assie Tejas Sonpatki	1 st November 2013
2	1.5	Adding hyperlinking and updating	Florent Assie	12 th December 2013
3	2.0	Updated	Florent Assie	20 th December 2013
4	3.0	Updated	Florent Assie	May 2014

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1. Game design

1.1 Game Concept

Survivor is a Management game with parts of exploration and Survival taking place in a natural based Post apocalyptic world. Find new survivors to help you build and maintain a camp alive in the wasteland. Collect resources in order to keep them alive and upgrade your camp to be more prepared to the waves of creatures who will undeniably come to destroy you. Teach your survivors new skills and learn from them for a greater survivability. Keep them happy and be a good moral beacon, if you want them to be in the top of their productivity.

1.2 Overview

Game Genre: Management with element of survival and RPG

Platform: PC

View: 3D Bird's eye view

1.3 Story

In the beginning Shaad, the main protagonist, traveled alone. He fought around, planting his tent where he could. At one point he came across a girl named Aishe who got attacked by a creature and did not have any way to heal herself. Shad help her.

As he is leaving, Aishe asked her to teach him how to fight and in exchange she would teach her how to find food without having to hunt and salvaging resources.

After a small interaction between the two characters they decided to stay together, Aishe agreeing to follow Shad's directives, as he seemed to be the most capable to survive in this horrific setting.

As they continued to travel they fall in presence of a small group of survivor under animal attack. When they managed to kill them they saw that despite their different competences they were not able to survive by themselves.

So they began to travel together, sharing their skills and knowledge, the group growing as they found new survivors, skilled or not, and fighting their way against nature and other group of survivors.

The point of this travel was to find a peaceful and resourceful place to establish a permanent camp, but during their travel they'll encounter more and more difficulties, dangerous areas and threats that defies reasons.

1.4 Target Audience and Rating

Survivor is a post apocalyptical based management game that should attracts the people loving post apocalyptical scenarios and micromanagement games.

The content of the game should be rated 16+ by PEGI due to the hunting, the killing, the death and the end of the world.

1.5 Gameplay overview

Survivor is a management game with a good part of survival, exploration, and some hints of Role playing game. The NPC with their different skills and the possibility of teaching and learning from them allow the player to play to his strength and favorite play style, more management and defense based or more aggressive and hunting way. The limited resources add a level of strategy to the game as the player has to use them carefully and will not be able to perform certain actions twice.

Each level ends, when the player manage to perform some objectives determined by the map they are playing on. Such as staying alive a certain amount of time, finding a particular object or just finding a way to progress.

1.6 Gameplay Mechanics

1.6.1 Exploration

1.6.1.1 Movement

To Move the characters the player must use two different methods depending on the character selected.

For the main character, the player can right click where he wants the character to go.

For the sub characters, he has to control them through an order system, and can in no circumstances decide exactly the position where the character goes. (See the order subsection)

The speeds the characters move are variable and depend of the character mood or morale (depending on the character). If the character is in a good mood he will move faster, if he is in a bad mood he will walk slowly.

1.6.1.2 Fog of War

Before the character goes to a certain place the map and the level in-game is darkened by the fog of war. Once the player sends one of his units inside the fog of war, the map brightens and reveals itself into the line of sight of the character. When the player send back his character from this discovered area, it become grey and all the non-fix elements disappear (for example, the trees will stay, but the enemies will disappear).

1.6.1.3 Survivors

During his exploration the player will discovers new character along the map. Those characters will have conditions to join the player camp. Those conditions are taking form of small quests or requests. Such as saving him from a threat, or bringing him medicine for examples.

After joining the 'party' the survivors will act as ordered by the player, with some kind of personal liberty, for example when he is hungry, he will go fetch food.

Each Survivor; along with the main character; has a personal Character Sheet, inventory, skill list.

1.6.1.4 Scavenging

The character can find some special piece of scenery that can be converted in a stack of resources. For example a destroyed car can be converted in a stack of metal scraps.

After being converted, the scavenged décor is destroyed.

Some items may need to be scavenged a multiple times before disappearing.



1.6.2 Character Sheet

All the characters get a character sheet on which the player can see their main characteristics, mood, skills and inventory. The main character is particular. He doesn't have any mood but a moral bar instead.

1.6.2.1 Characteristics

The characteristics of the characters are:

- The strength(str)
- The Intelligence(int)
- The dexterity(dex)
- The Mood or the Morale

The strength, intelligence and dexterity characteristics influence the character directly on his skills. So a strong character will be able to cut wood faster or an intelligent one will be better for healing and medicine.

Intelligence skills

- Medicine
- Engineer
- Cooker
- Sapper

Strength skills

- Masonry
- Infantry
- Blacksmith
- Miner
- Woodcutting

Dexterity skills

- Scavenger
- Carpentry
- Archer/Huntsman
- Farmer
- Leather working

1.6.2.1.1 The mood

The mood is a trait of character which is fluctuant. It depends on the condition of leaving of the character, his access to food, his charge of work. It will affect his overall speed.

A worker in a good mood will work faster and better than one in average mood.

A worker in an average mood will work faster and better than one in a bad mood.

Increasing the mood

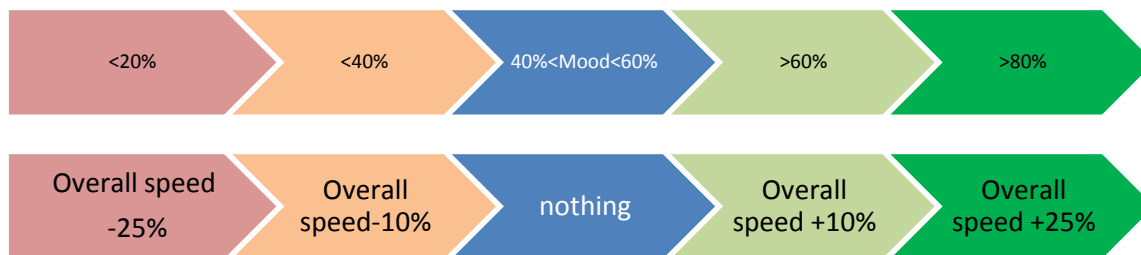
Condition	Effect
Skilled used > 90	+10
Building constructed related to best skill	+10
Hunger/Thirst < 10	-0.5/sec

New Survivor	+20
Moral of the Main character > 60%	+0.1/sec
Moral of the Main character > 75%	+0.25/sec
Moral of the Main character > 90%	+0.5/sec
Moral of the Main character > 95%	+1/sec

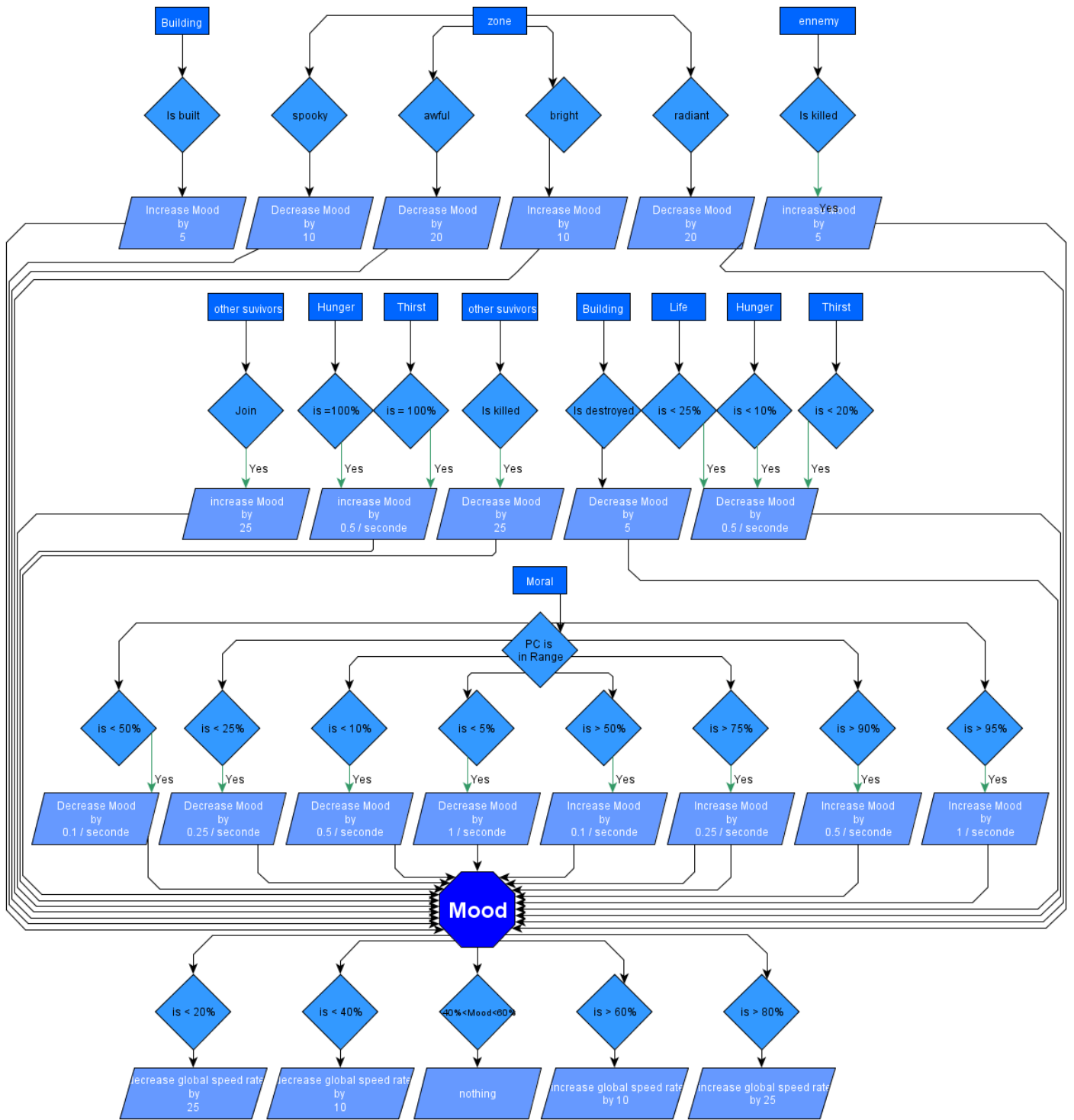
Decrease the mood

Condition	Effect
Building destroyed	-10
Skill used < 10	-10
Life < 25%	-0.5/Sec
Hunger <10%	-0.5/sec
Thirst < 20%	-0.5/sec
Survivor killed	-25
Moral of the Main character < 40%	-0.1/sec
Moral of the Main character < 25%	-0.25/sec
Moral of the Main character < 10%	-0.5/sec
Moral of the Main character < 5%	-1/sec

Effect of the Mood



Flowchart



1.6.2.1.2 The Morale

The main character in opposite of the basic character has a morale bar.

This moral acts as a beacon of charisma for the other characters and has the same effects than the Mood. So when the player is near another character and his moral is high, this character will work better and his mood will slightly increase. On the other side if he has a bad moral he will decrease the productivity and mood of the characters next to him.



Increasing the morale

Condition	Effect
Building constructed related to best skill	+5
Hunger/Thirst < 10	-0.5/sec
New Survivor	+20

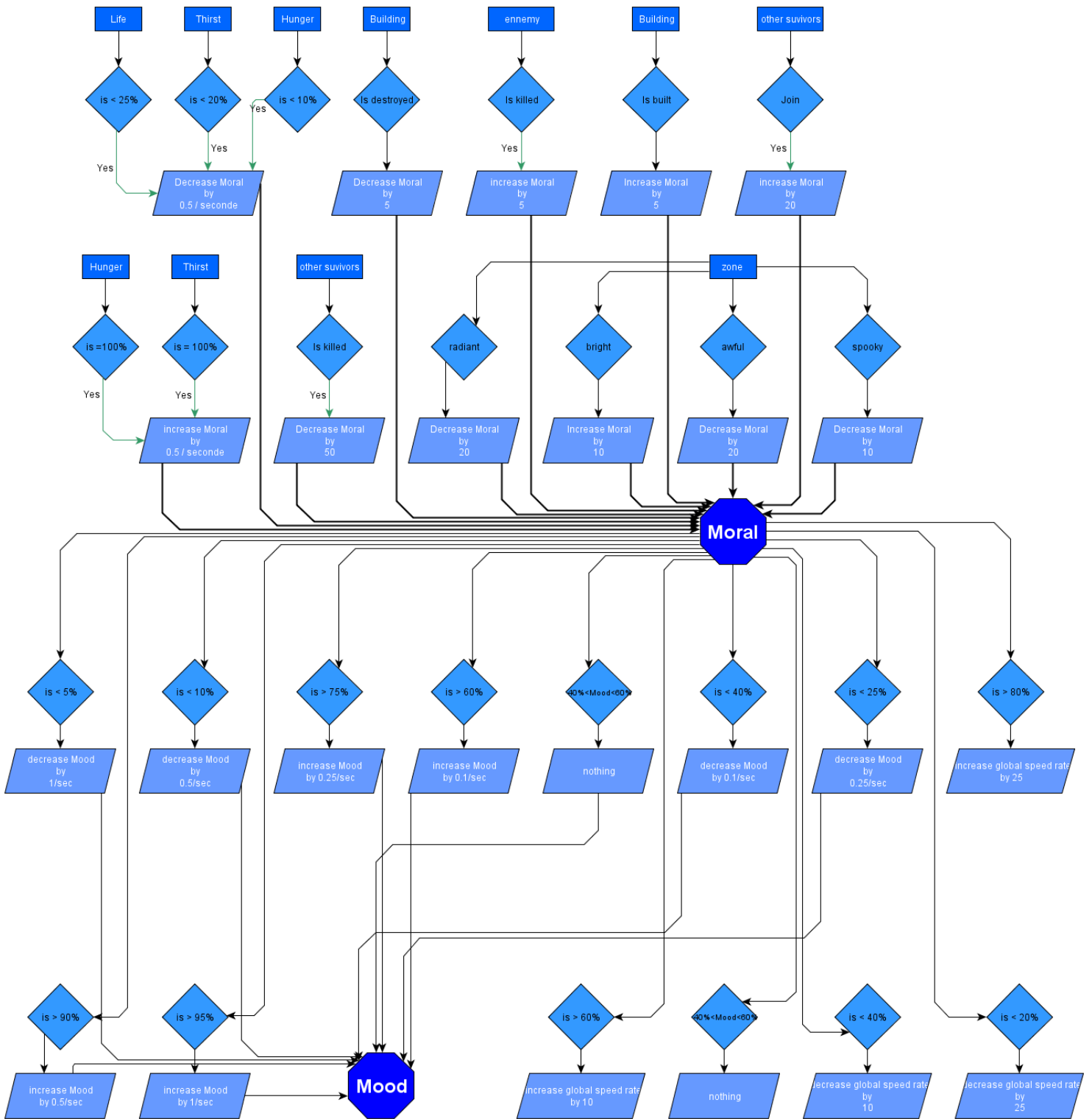
Decrease the morale

Condition	Effect
Building destroyed	-5
Life < 25%	-0.5/Sec
Hunger < 10%	-0.5/sec
Thirst < 20%	-0.5/sec
Survivor killed	-25

Morale effect

Condition	Effect
Moral of the Main character < 40%	-0.1/sec
Moral of the Main character < 25%	-0.25/sec
Moral of the Main character < 10%	-0.5/sec
Moral of the Main character < 5%	-1/sec
Moral of the Main character > 60%	+0.1/sec
Moral of the Main character > 75%	+0.25/sec
Moral of the Main character > 90%	+0.5/sec
Moral of the Main character > 95%	+1/sec

Flowchart



1.6.2.2 The skills

1.6.2.2.1 Overview

Skills are the abilities that your character can utilize to build, heal, train, learn, teach etc. These skills are required for the character to survive with a group of survivor. When a new skill is acquired by the character it will be display in the inventory, showing a progress bar.

1.6.2.2.2 How skills are learned?

Skills can be learned by the “Book of Skill” or can be thought by the main character or another survivor. Book of skill is an object in the map which can be obtained by exploration. As you learn new skill the learning time increases.

1.6.2.2.3 What is Teach?

Teach is a feature where the main protagonist or a survivor teaches new skill to another survivor. Each skill has been categories in three types that is Strength, Intelligence and Dexterity if the Character learn and teach the right skill to the right survivor depending on their type then that skill will be learned and thought sooner.

1.6.2.2.4 Attributes of skills

Each skill is categories in three attributes that is strength intelligence and dexterity.

Sr No.	Strength	Intelligence	Dexterity
1	Masonry	Medicine	Scavenger
2	Infantry	Engineer	Carpentry
3	Blacksmith	Cooker	Archer/Huntsman
4	Miner	Sapper	Farmer
5	Woodcutting		Leather working

1.6.2.2.5 Skill list

1.6.2.2.5.1 Scavenger

1.6.2.2.5.1.1 Skill Description

The scavenging is the most common skill; every character in the game is able to scavenge from the beginning.

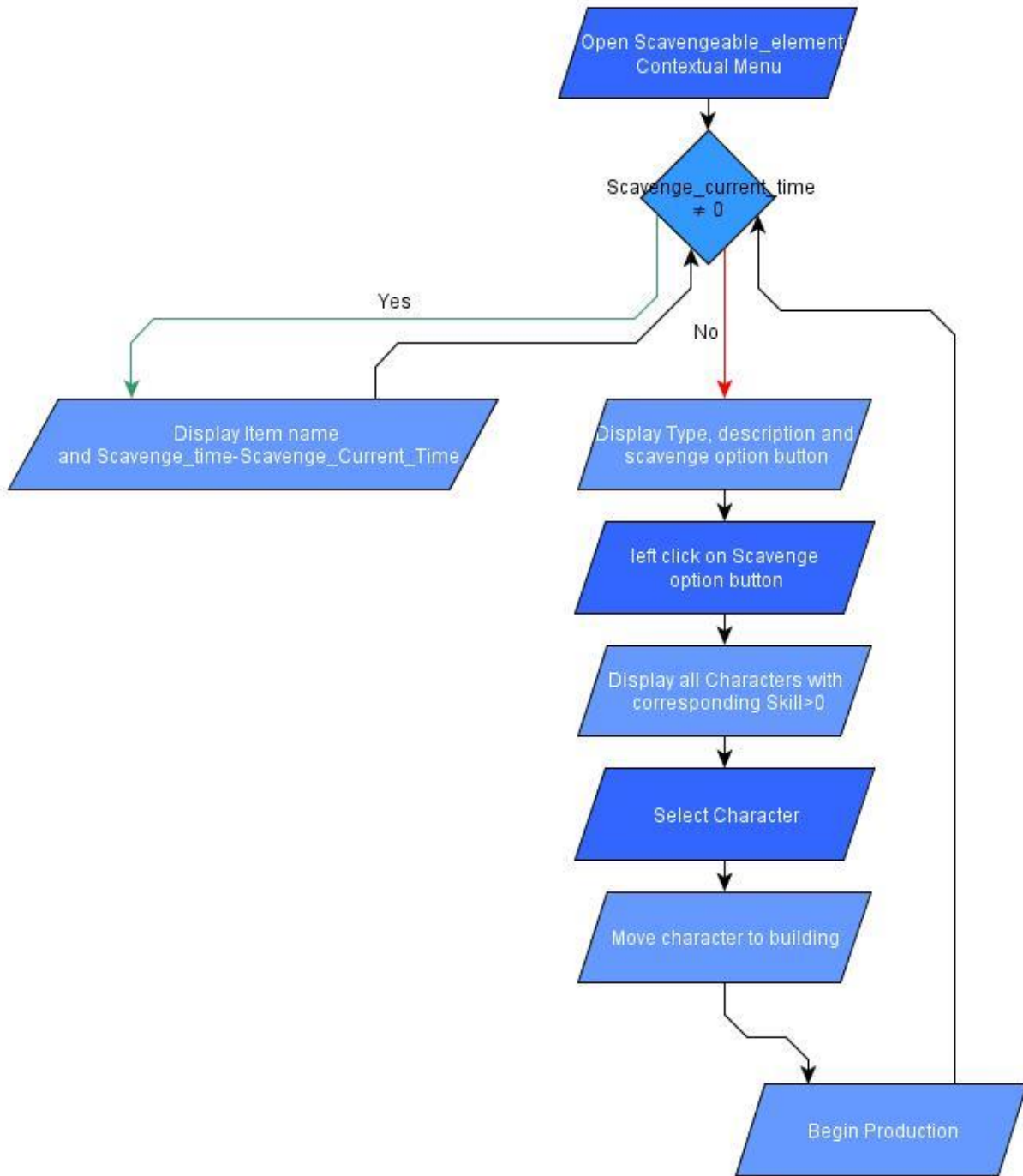
The scavenger will look around for resources in pieces of decors in the game, looking for the most useful part of most of the object he will encounter.

The scavenging is an essential skill all along the game, as the items needed to progress will evolve and the skill needed to scavenge most difficult item will also evolve the same way.

1.6.2.2.5.1.2 Level Element Related to skill

Name	Resource
Broken car	Metal/Fuel
Broken Bus	Metal/Fuel
Broken Ambulance	Metal/bandage
Broken Transformer	Metal
Rocks covered in guano	Potassium Nitrate
Pump Station	Fuel
Petrol Can	Fuel
Piles of Crap	Metal/cotton/tanned leather/Rope
Bushes	Medicinal herb/Fruits
Plants	Medicinal herb/Fruits/cotton
Broken billboard	Wood planks
Broken Fences	Wood planks
Broken Luxury car	Metal/Tanned Leather

1.6.2.2.5.1.3 Flowchart





1.6.2.2.5.2 Carpentry

1.6.2.2.5.2.1 Skill Description

A Carpenter is the guy who works the wood, constructs all the wood buildings, crafting wood weapons and wood resources.

He is basically the main builder in the early game, the wood being one of the most common resources in the game.

The carpenter works in the carpentry workshop and is able to create weak buildings.

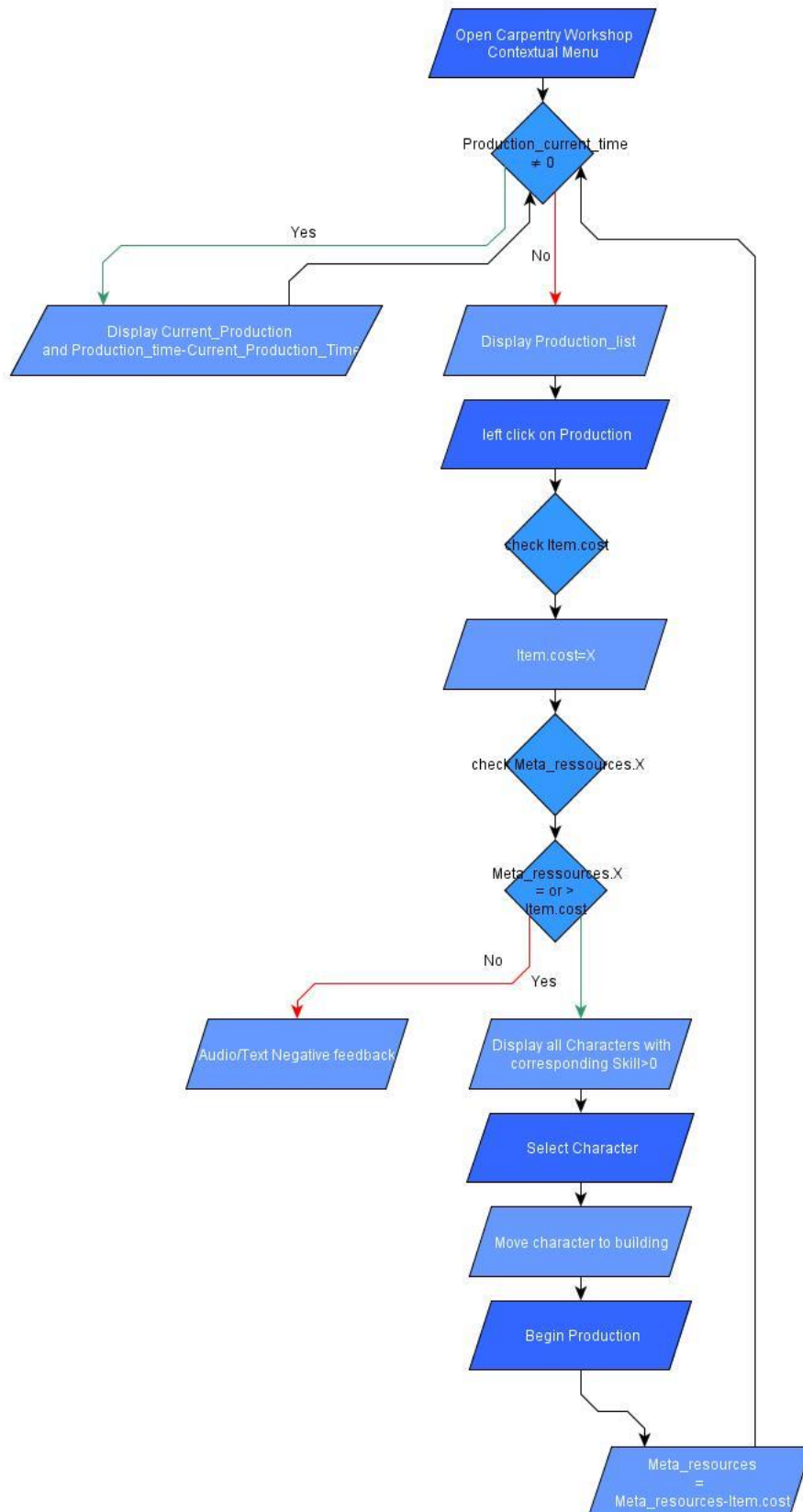
1.6.2.2.5.2.2 Craft

Wooden shaft	Secondary resource	Wood logs
Bone/Ivory Arrowhead	Secondary resource	Bone/Ivory
Bone/Ivory handle	Secondary resource	Bone/Ivory
Pressure plates(light)	Tertiary resources	Wood planks
Ivory Horn	Support Item	Ivory
Knife 6	Weapon	Leather string- Bone/Ivory-Wood planks
Knife 7	Weapon	Leather string-Bone/Ivory
Knife 8	Weapon	Leather string-Wood-Flint
Knife 9	Weapon	Leather string-Bone/Ivory-Flint
Javelin 3	Weapon	Wooden shaft- Flint-Leather
Javelin 4	Weapon	Wooden shaft- Leather
Javelin 5	Weapon	Wooden shaft- Flint-Leather-Bone/Ivory

Bolas 3	Weapon	Leather string-Wooden log
Long bow	Weapon	Wood planks-Leather string
Short bow	Weapon	Wood planks-Leather string

1.6.2.2.5.2.3 Flowchart

- the player right click on the Carpenter workshop
- The contextual menu of the Carpenter workshop opens
- If the Carpentry workshop is already in use, show the progression of the crafts.
- If it is not, display all the crafts
- The player click on one craft
- If the resources needed by the craft are not on the storehouse, the craft is not possible, and the player receives a feedback indicating it.
- If the resources are available; the game display all the characters with the corresponding Carpentry skill level
- The player select a character
- The character move to the building
- The character begin the construction
- The resources needed by the construction are subtracted to the total resources of the player.





1.6.2.2.5.3 Archer / Huntsman

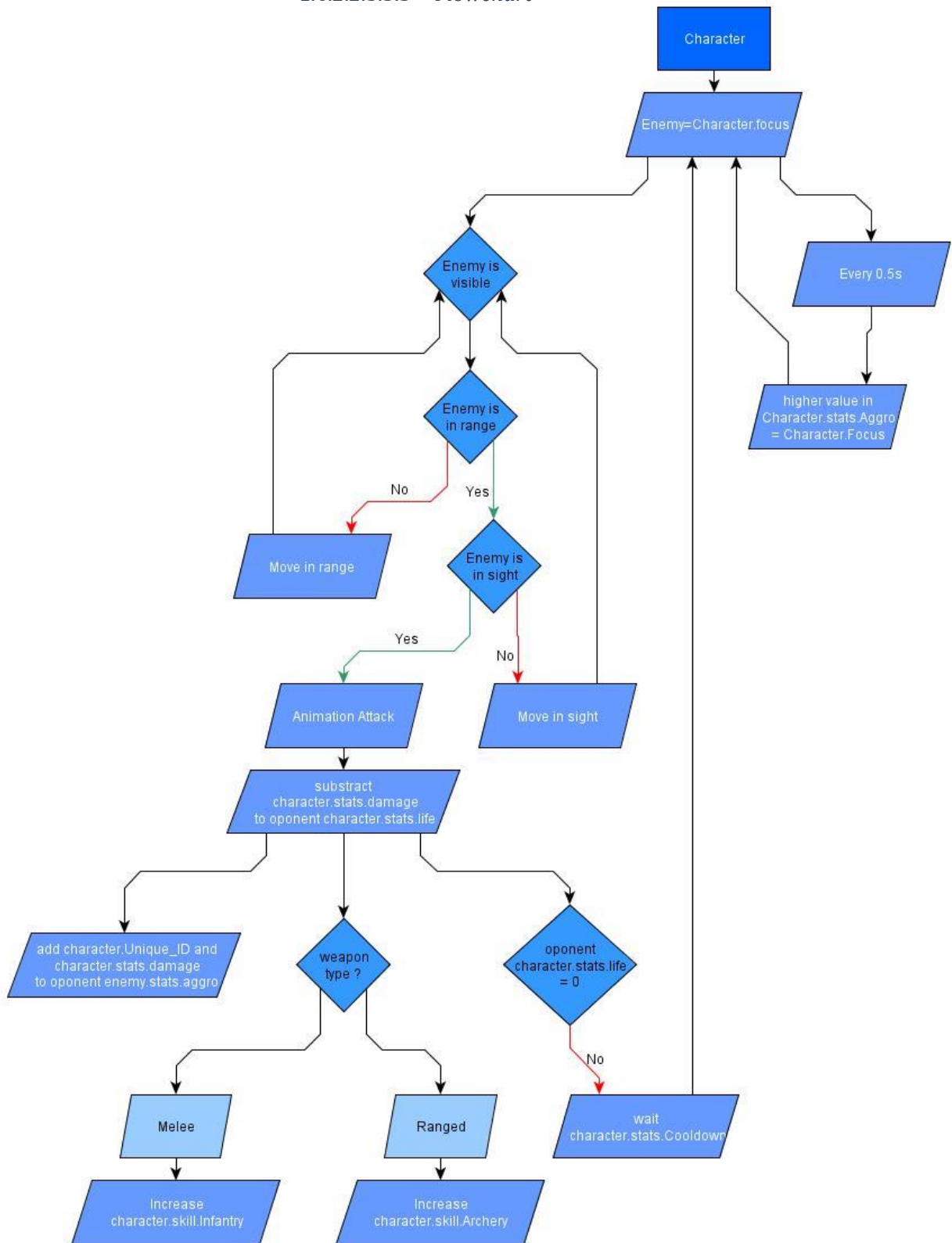
1.6.2.2.5.3.1 *Skill Description*

The Archery is the art of using ranged weapons such as bows or Crossbows. The progression of the skill gives a better attack speed.

1.6.2.2.5.3.2 *Skill progression*

As stated before (read the said before) the skill progressions increase slightly the attack speed of ranged weapons from the same percentage than the skill level.

1.6.2.2.5.3.3 Flowchart





1.6.2.2.5.4 Farmer

1.6.2.2.5.4.1 Skill Description

Farmer can plant, grow and farm the crops. When this skill is improved you can farm faster and can also grow different variety of crops which might give more food than other crops. He is basically in charge of the granary.

It's an indispensable member of the crew as he is the one providing the most stable source of food in the game.

1.6.2.2.5.4.2 Craft

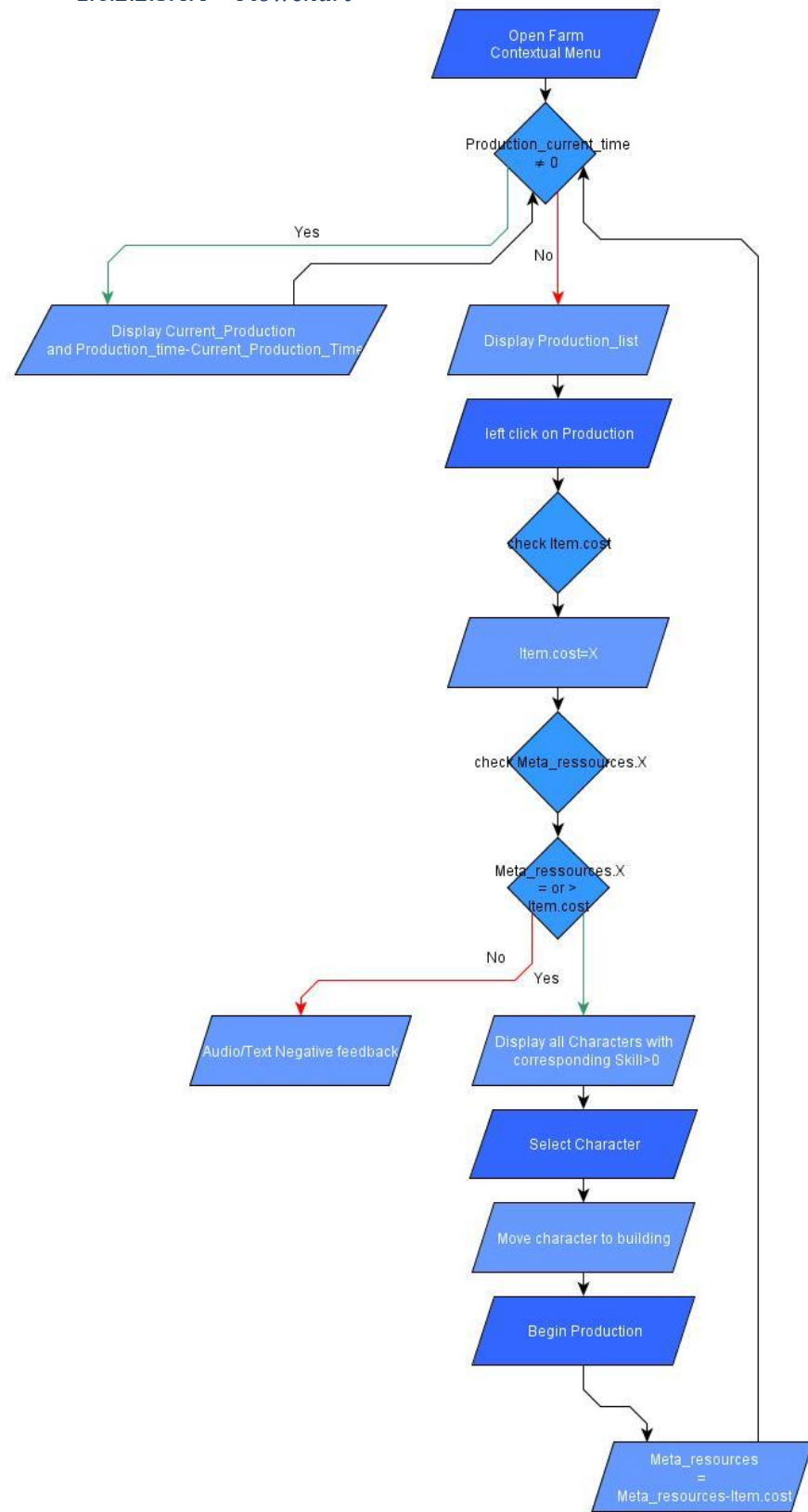
Bone meal	Secondary resource	Bone
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1.6.2.2.5.4.3 Level Element Related to skill

Name	Resource
Mushroom Plot	Mushroom
Fruit Plot	Fruit
Sugar Plot	Sugar
Cotton plot	cotton
Medicinal plant plot	Medicinal plants
Potato plot	Potatoes
Pea plot	Peas
radish plot	radishes
Flax plot	Flaxes

Farmer can plant, growing and farming the crops. When this skill is improved you can farm faster and can also grow different variety of crops which might give more food than other crops.

1.6.2.2.5.4.4 Flowchart





1.6.2.2.5.5 Masonry

1.6.2.2.5.5.1 Skill Description

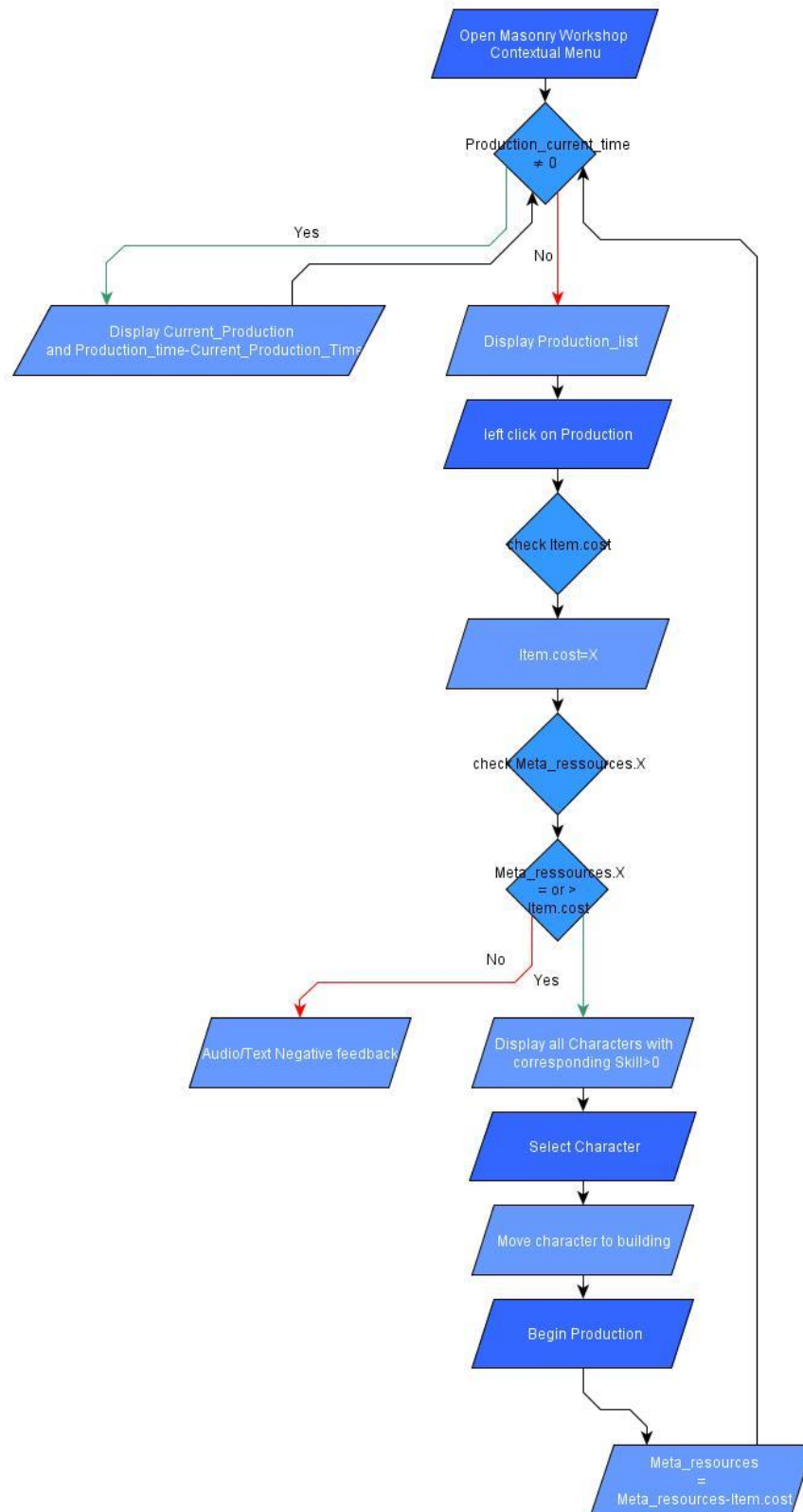
Masonry is generally a highly durable form of construction where all the building will have more defence and health. They are also making every craft related with stone; resources and weapons.

He is basically the main builder in the Middle game, the stone being one of the most common resources in the game and stronger and tougher than the wood.

The Mason work in the masonry workshop and is able to build strong building.

1.6.2.2.5.5.2 Flowchart

- the player right click on the Masonry workshop
- The contextual menu of the Masonry workshop opens
- If the Masonry workshop is already in use, show the progression of the crafts.
- If it is not, display all the crafts
- The player click on one craft
- If the resources needed by the craft are not on the storehouse, the craft is not possible, and the player receives a feedback indicating it.
- If the resources are available; the game display all the characters with the corresponding Masonry skill level
- The player select a character
- The character move to the building
- The character begin the construction
- The resources needed by the construction are subtracted to the total resources of the player.



1.6.2.2.5.5.3 Craft

Stone Arrowhead	Secondary resource	Stone
Flint Arrowhead	Secondary resource	Flint
Pressure plates(Heavy)	Tertiary resources	Stone
Knife 4	Weapon	Leather string-Stone-Bone/Ivory
Knife 5	Weapon	Leather string-Stone-Wood planks
Javelin 2	Weapon	Wooden shaft- Stone-Leather
Mace 1	Weapon	Wooden shaft- Stone-Leather
Mace 2	Weapon	Iron shaft- Stone-Leather
Bolas 1	Weapon	Leather string - Stone



1.6.2.2.5.6 Infantry

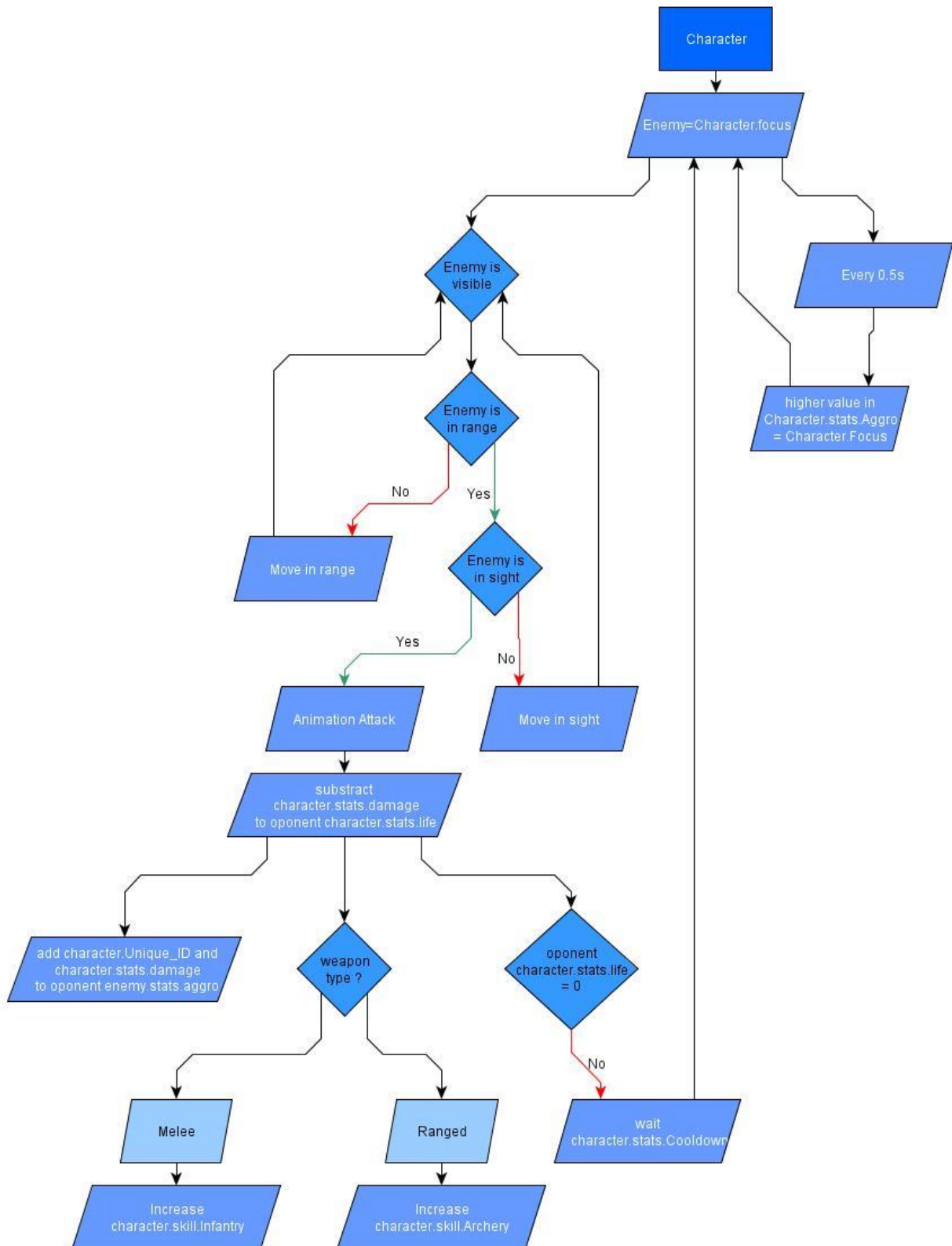
1.6.2.2.5.6.1 Skill Description

Infantry is the art of using melee weapon such as swords, spears or knives. The skill helps the Character increase his attack speed.

1.6.2.2.5.6.2 Skill progression

As stated before the skill progression increases slightly the attack speed of melee weapons from the same percentage than the skill level.

1.6.2.2.5.6.3 Flowchart





1.6.2.2.5.7 Blacksmith

1.6.2.2.5.7.1 Skill Description

A Blacksmith is the guy who works the metal, craft metal weapons and metal resources. He is basically the crafter of the end game, the metal being one of the least common resources in the game; its rarity and its efficiency on battle make it one of the most useful resources in the game.

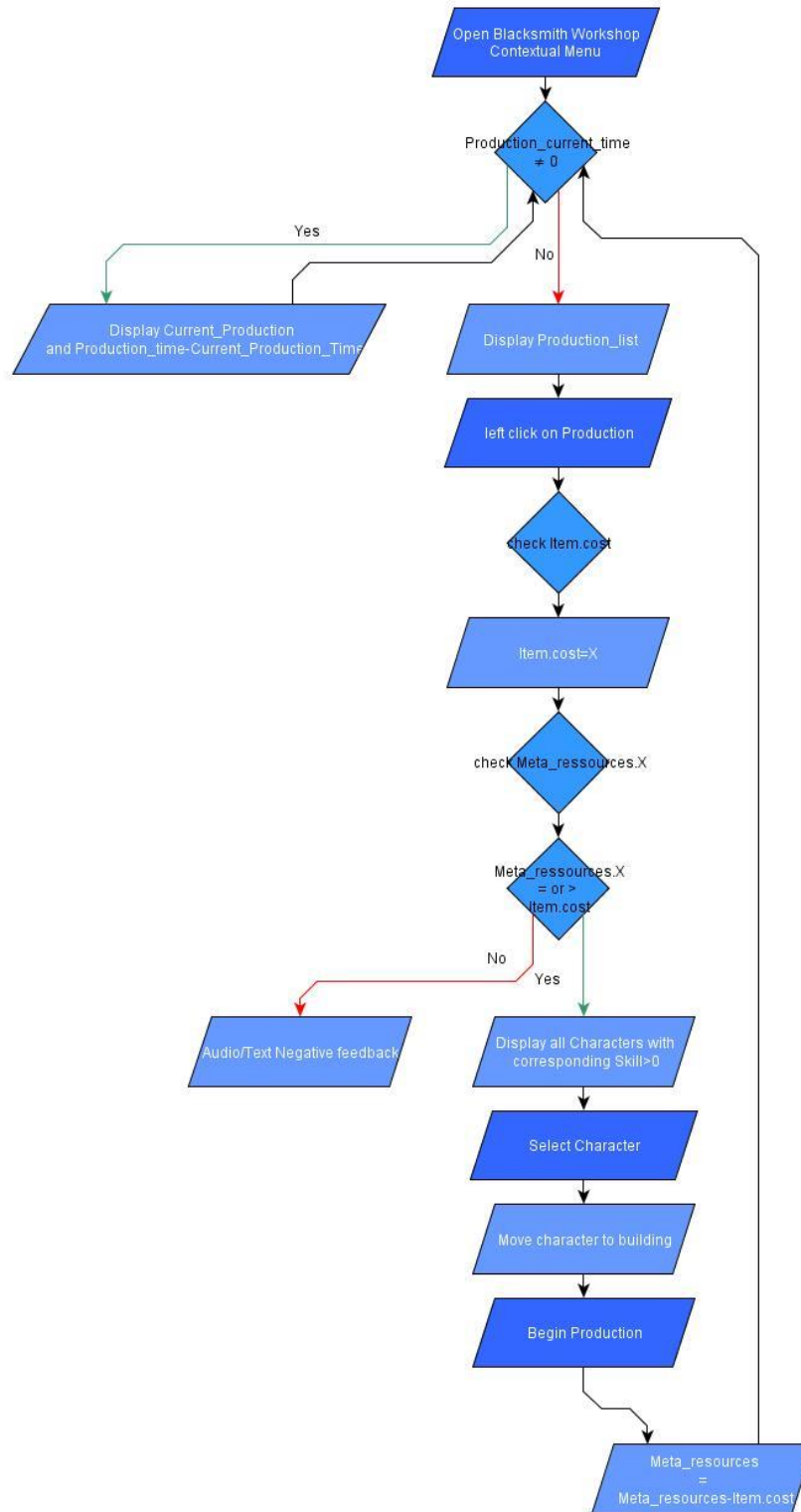
1.6.2.2.5.7.2 Craft

Iron Shaft	Secondary resource	Iron
Iron spear head	Tertiary resources	Irons bars
Caltrops	Tertiary resources	Iron bars
Iron Arrowhead	Tertiary resources	Iron bars
Iron Spear head	Tertiary resources	Iron bars
Knife 1	Weapon	Leather string-Iron bars
Knife 2	Weapon	Leather string-Iron bars-Wooden shaft
Knife 3	Weapon	Leather string-Iron bars-Bone/Ivory
Long blade 1	Weapon	Leather string-Iron bars
Long blade 2	Weapon	Leather string-Iron bars-Wood planks
Long blade 3	Weapon	Leather string-Iron bars-Bone/Ivory
Javelin 1	Weapon	Wooden shaft- Iron bars-Leather

Mace 3	Weapon	Iron shaft- Iron bars-Leather
Mace 4	Weapon	Wooden shaft- Iron-Leather
Bolas 2	Weapon	Leather string - Iron bar

1.6.2.2.5.7.3 Flowchart

- the player right click on the Blacksmith workshop
- The contextual menu of the Blacksmith workshop opens
- If the Blacksmith workshop is already in use, show the progression of the crafts.
- If it is not, display all the crafts
- The player click on one craft
- If the resources needed by the craft are not on the storehouse, the craft is not possible, and the player receives a feedback indicating it.
- If the resources are available; the game display all the characters with the corresponding Blacksmithing skill level
- The player select a character
- The character move to the building
- The character begin the construction
- The resources needed by the construction are subtracted to the total resources of the player.





1.6.2.2.5.8 Miner

1.6.2.2.5.8.1 Skill Description

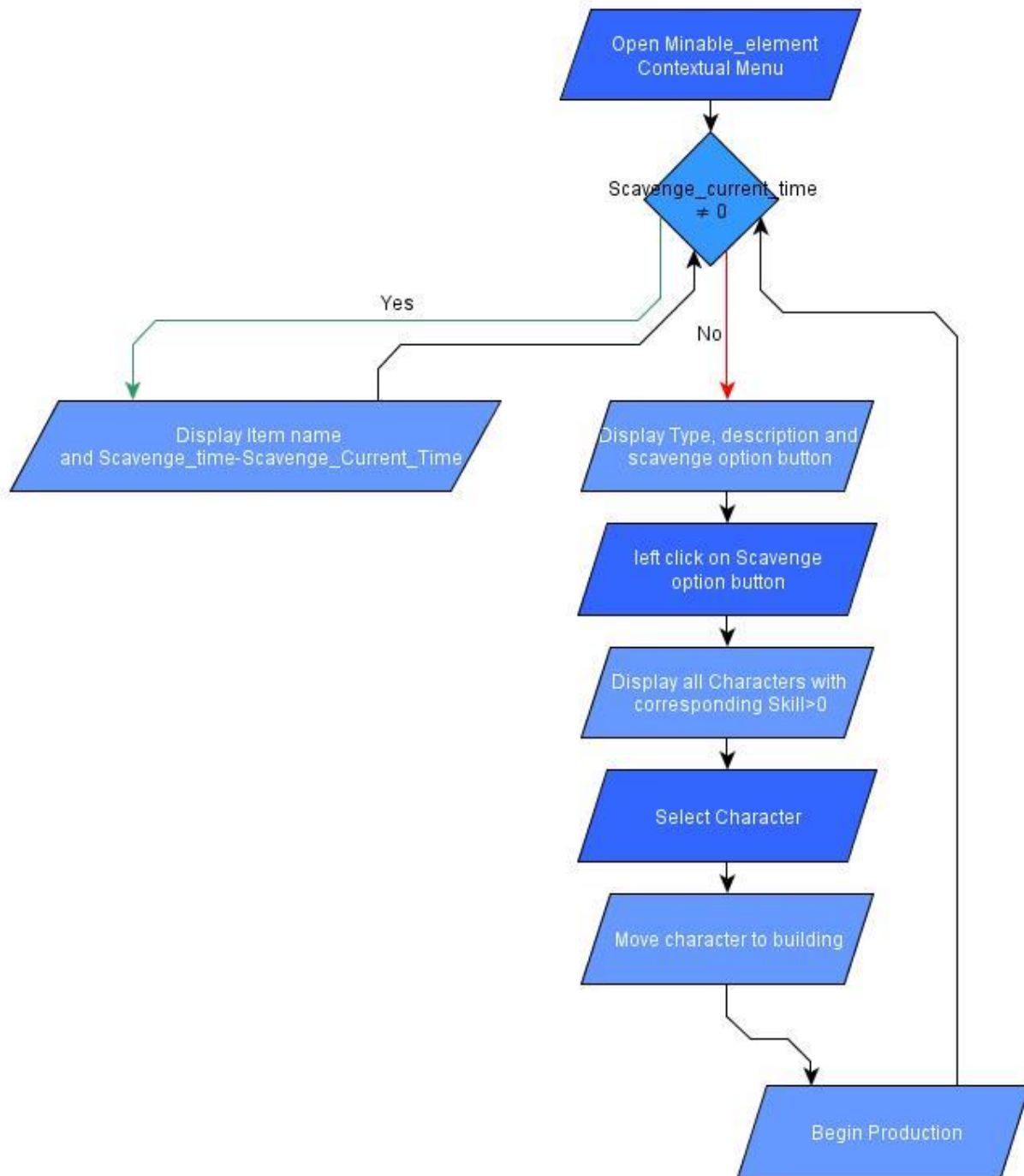
Through this skill the character will find basic resources and rare resource. Also the character has a chance of get more resources from one source. As this skill upgrades your mining ability also increase improving chances of getting even more resources.

The Miner needs a pickaxe to mine.

1.6.2.2.5.8.2 Level Element Related to skill

Name	Resource
Volcanic Rocks	Stone/Sulphur Block
Big Rocks	Stone/Flint/Sulphur Blocks/Charcoal
Sandstone	Sand
Broken Wall	Stone/Flint
Small Rocks	Stone
Gravels Pile	Flint

1.6.2.2.5.8.3 Flowchart





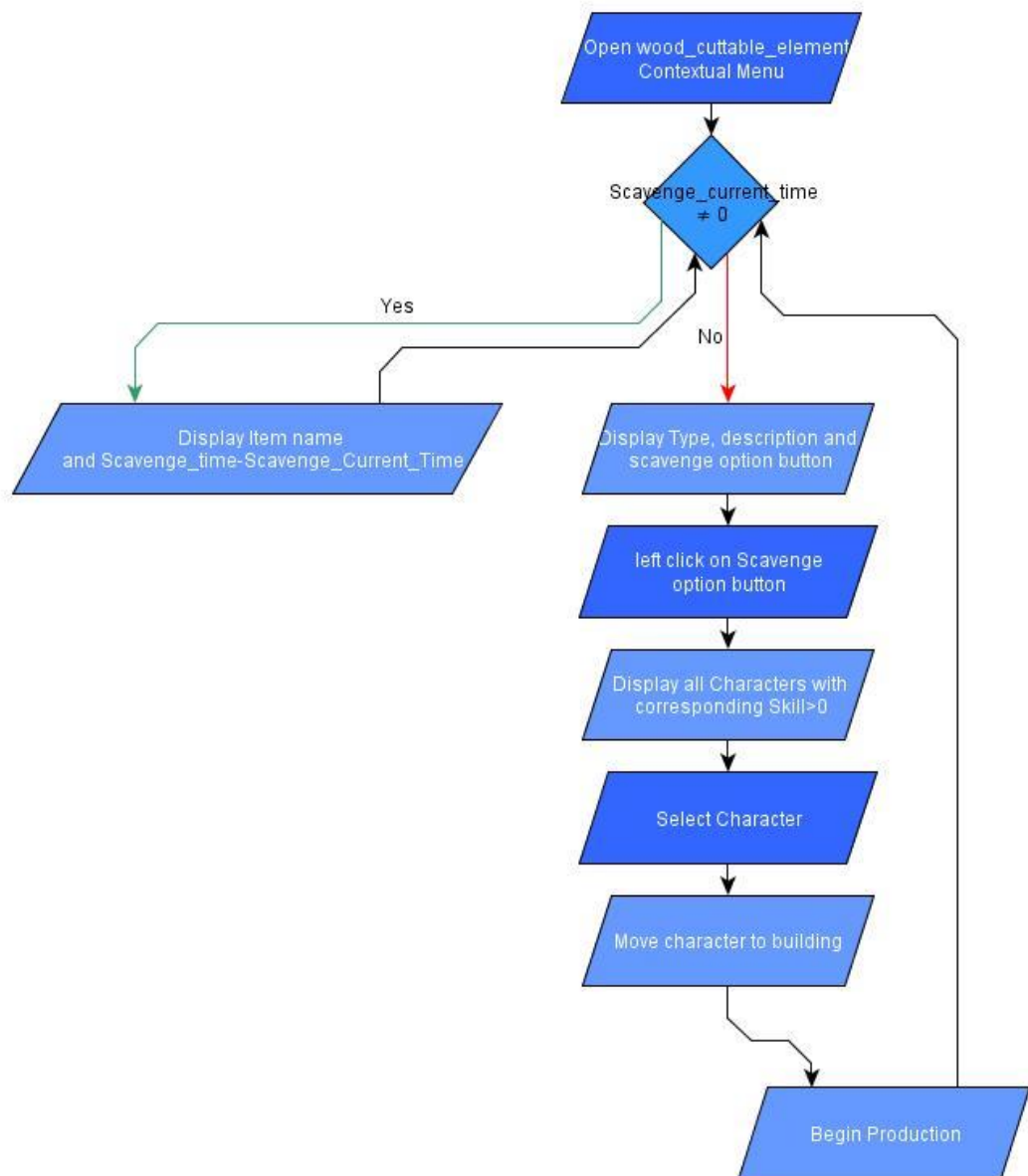
1.6.2.2.5.9 Wood Cutting

1.6.2.2.5.9.1 Skill Description

Woodcutting is a skill that involves chopping down different types of trees and vegetation which will give you wood as a resource. As character improve his skill his cutting skill advance and he can also collect more wood.

The wood cutter needs to have an axe equipped in his equipment to cut tree.

1.6.2.2.5.9.2 Flowchart





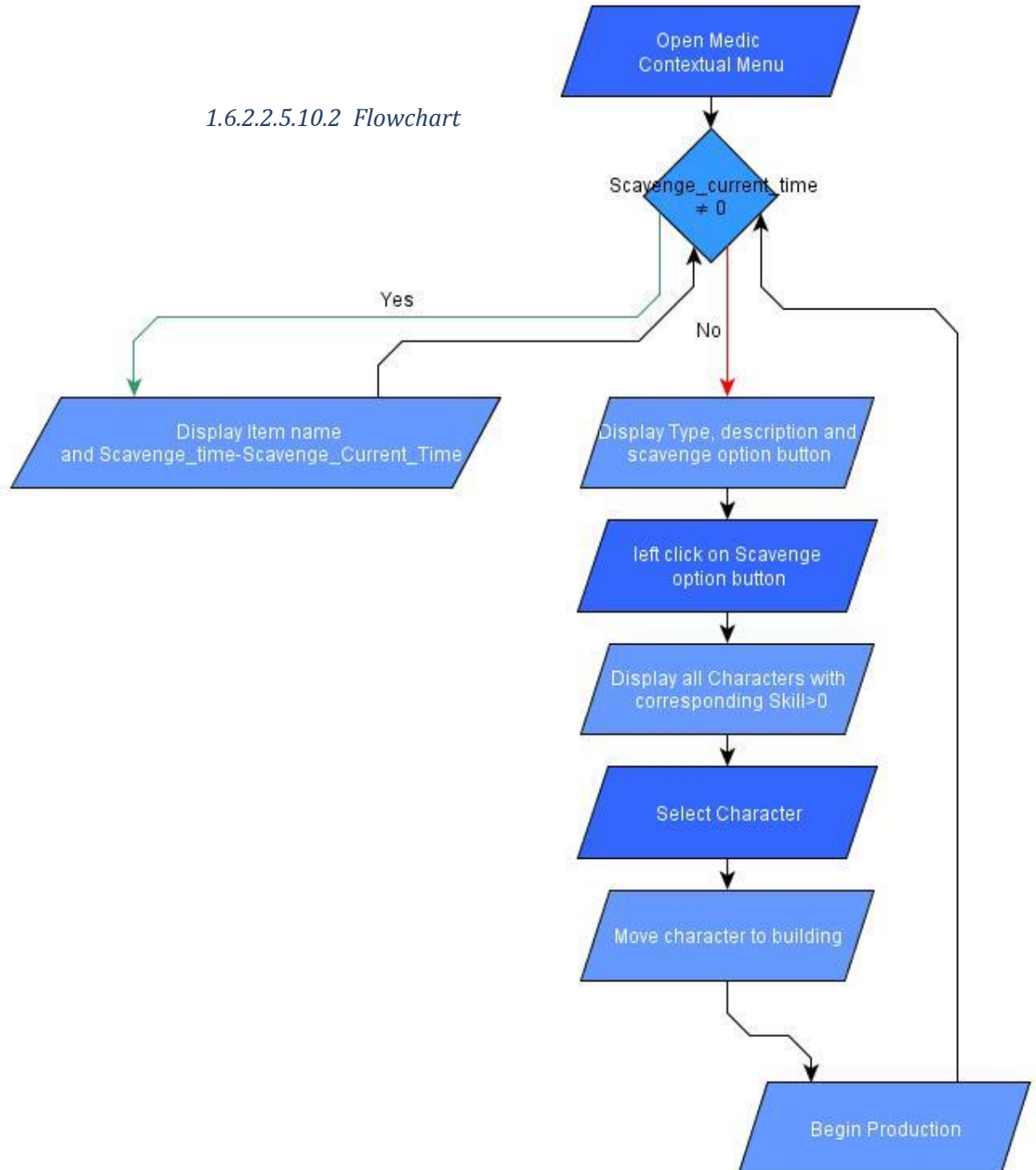
1.6.2.2.5.10 Medicine

1.6.2.2.5.10.1 Skill Description

Medicine is an important factor in the game it is related to the art of healing by making antidote and bandages. As character improves his skill he can heal faster, create antidote faster and create better bandages.

The Medic is an essential asset all along the game, since he is the only one able to heal the other characters.

1.6.2.2.5.10.2 Flowchart





1.6.2.2.5.11 Engineer

1.6.2.2.5.11.1 Skill Description

Engineer is one who has the knowledge in building and maintaining structure. He can also make blueprint designs for the advance upgrade. As character improves his skill he can make advance items: trap, projector weapons, crossbow, lantern etc

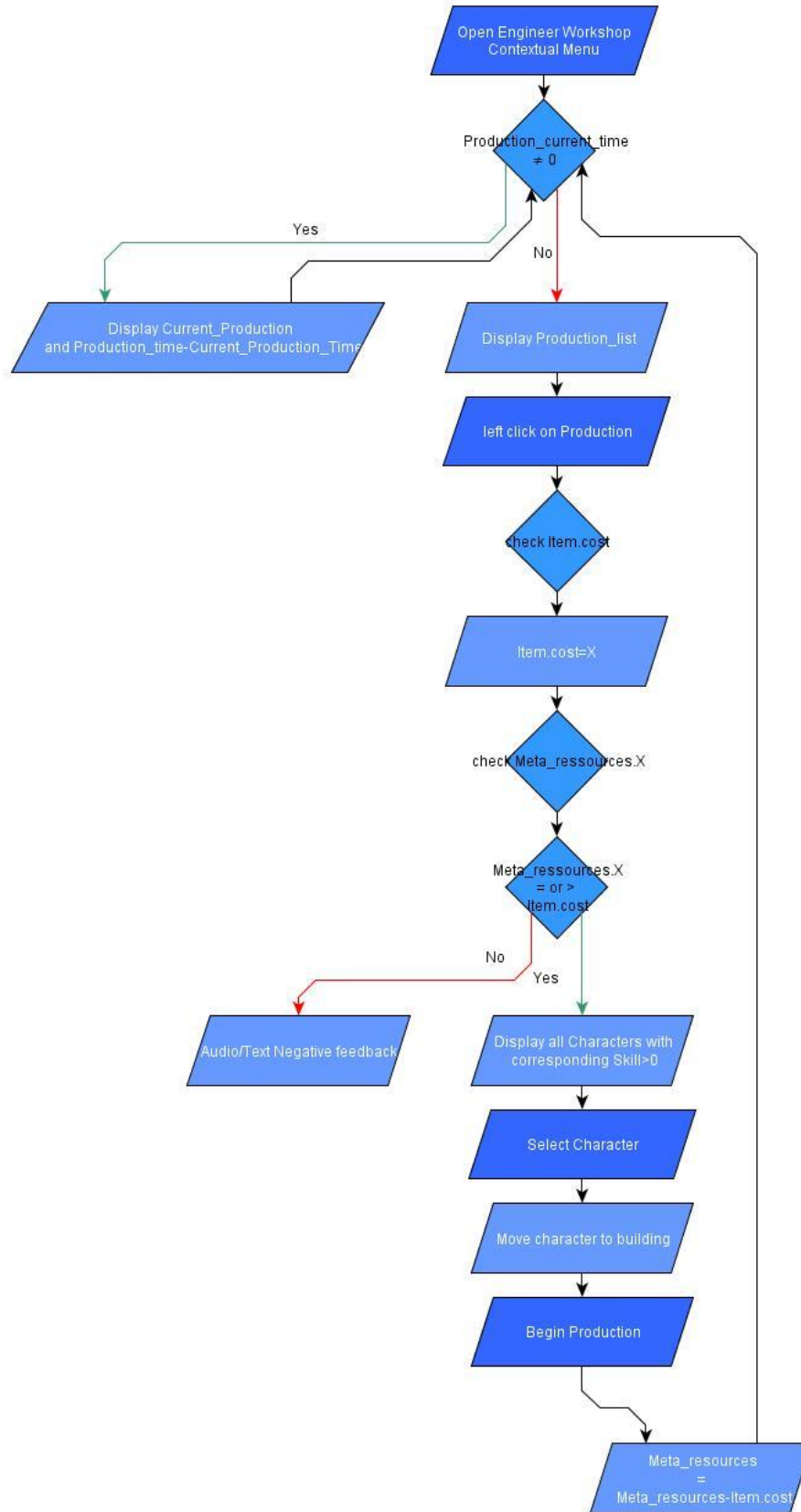
1.6.2.2.5.11.2 Craft

Glass	Secondary resource	Sandstone
Powdered Sulfur	Secondary resource	Sulfur blocks
Charcoal	Secondary resource	Wood
Powdered charcoal	Secondary resource	Charcoal
Gunpowder	Support Item	Powdered charcoal, powdered sulfur, KNO3 powdered
Gears	Tertiary resources	Irons shaft
Crossbow	Weapon	Wood planks-Leather string-Iron bars-Gears
Bombs 1	Weapon	Gunpowder-Caltrops-glass shell
Bombs 2	Weapon	KNO3-Sugar-glass shell
Bombs 3	Weapon	Glass-Cloth-Fuel
Traps 1	Weapon	Smoke bomb-Gear-Wood plank

Traps 2	Weapon	Caltrop bomb-Gear-Wood plank
Traps 3	Weapon	Caltrop bomb-Gear-Wood plank
Gun rifle	Weapon	Gear-Wood plank-Iron Bars

1.6.2.2.5.11.3 Flowchart

- the player right click on the Engineer workshop
- The contextual menu of the engineer workshop opens
- If the engineering workshop is already in use, show the progression of the crafts.
- If it is not, display all the crafts
- The player click on one craft
- If the resources needed by the craft are not on the storehouse, the craft is not possible, and the player receives a feedback indicating it.
- If the resources are available; the game display all the characters with the corresponding engineering skill level
- The player select a character
- The character move to the building
- The character begin the construction
- The resources needed by the construction are subtracted to the total resources of the player.





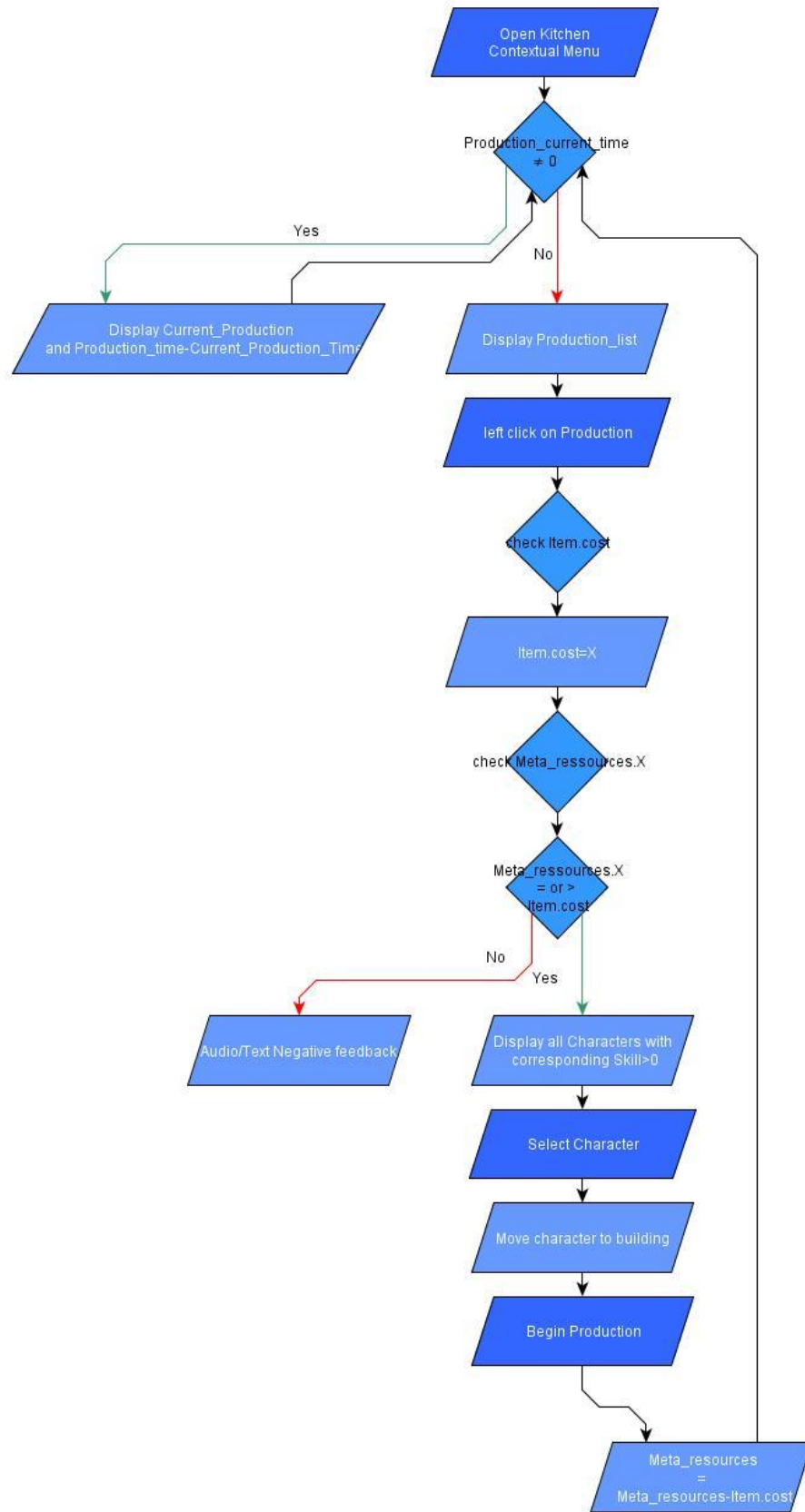
1.6.2.2.5.12 Cooker

1.6.2.2.5.12.1 Skill Description

Cooking is the art of preparing food for consumption which helps the survivor and character to decrease the hunger and increase the mood. As the skill improves the character can cook better foods which make drastically change in decreasing the hunger and increasing the mood bar.

1.6.2.2.5.12.2 Flowchart

- the player right click on the Kitchen
- The contextual menu of the kitchen opens
- If the kitchen is already in use, show the progression of the crafts.
- If it is not, display all the crafts
- The player click on one craft
- If the resources needed by the craft are not on the storehouse, the craft is not possible, and the player receives a feedback indicating it.
- If the resources are available; the game display all the characters with the corresponding cooking skill level
- The player select a character
- The character move to the building
- The character begin the construction
- The resources needed by the construction are subtracted to the total resources of the player.





1.6.2.2.5.13 Sapper

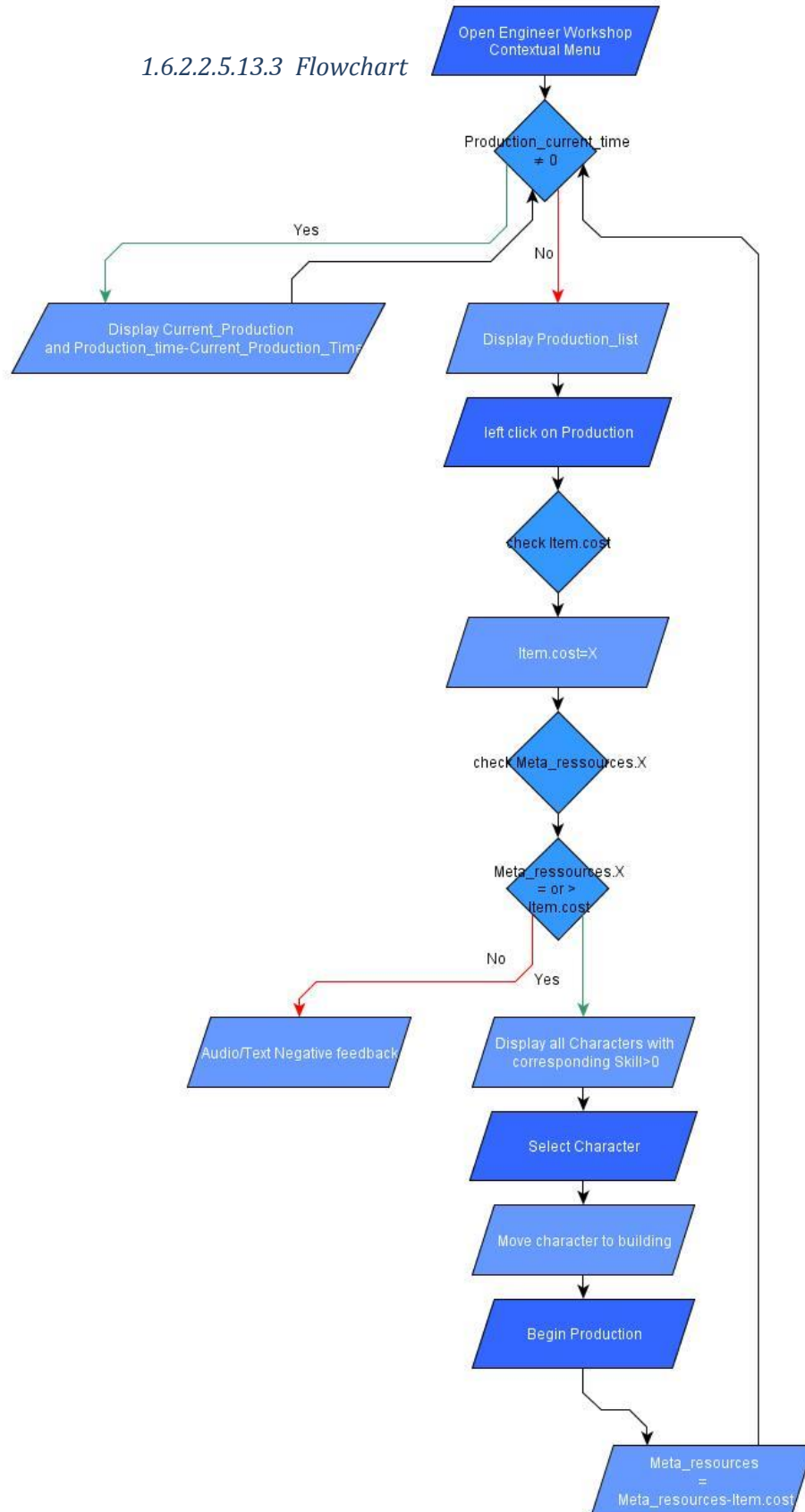
1.6.2.2.5.13.1 Skill Description

A sapper is a combat engineer who performs military engineering duties such as demolitions. Sapper skill helps in meeting secondary requirements for weapon creation. As the skill improves the character can create varieties of explosion.

1.6.2.2.5.13.2 Craft

Bombs 1	Weapon	Gunpoder-Caltrops-glass shell
Bombs 2	Weapon	KNO ₃ -Sugar-glass shell
Bombs 3	Weapon	Glass-Cloth-Fuel
Traps 1	Weapon	Smoke bomb-Gear-Wood plank
Traps 2	Weapon	Caltrop bomb-Gear-Wood plank
Traps 3	Weapon	Caltrop bomb-Gear-Wood plank

1.6.2.2.5.13.3 Flowchart





1.6.2.2.5.14 Leather working –

1.6.2.2.5.14.1 Skill Description

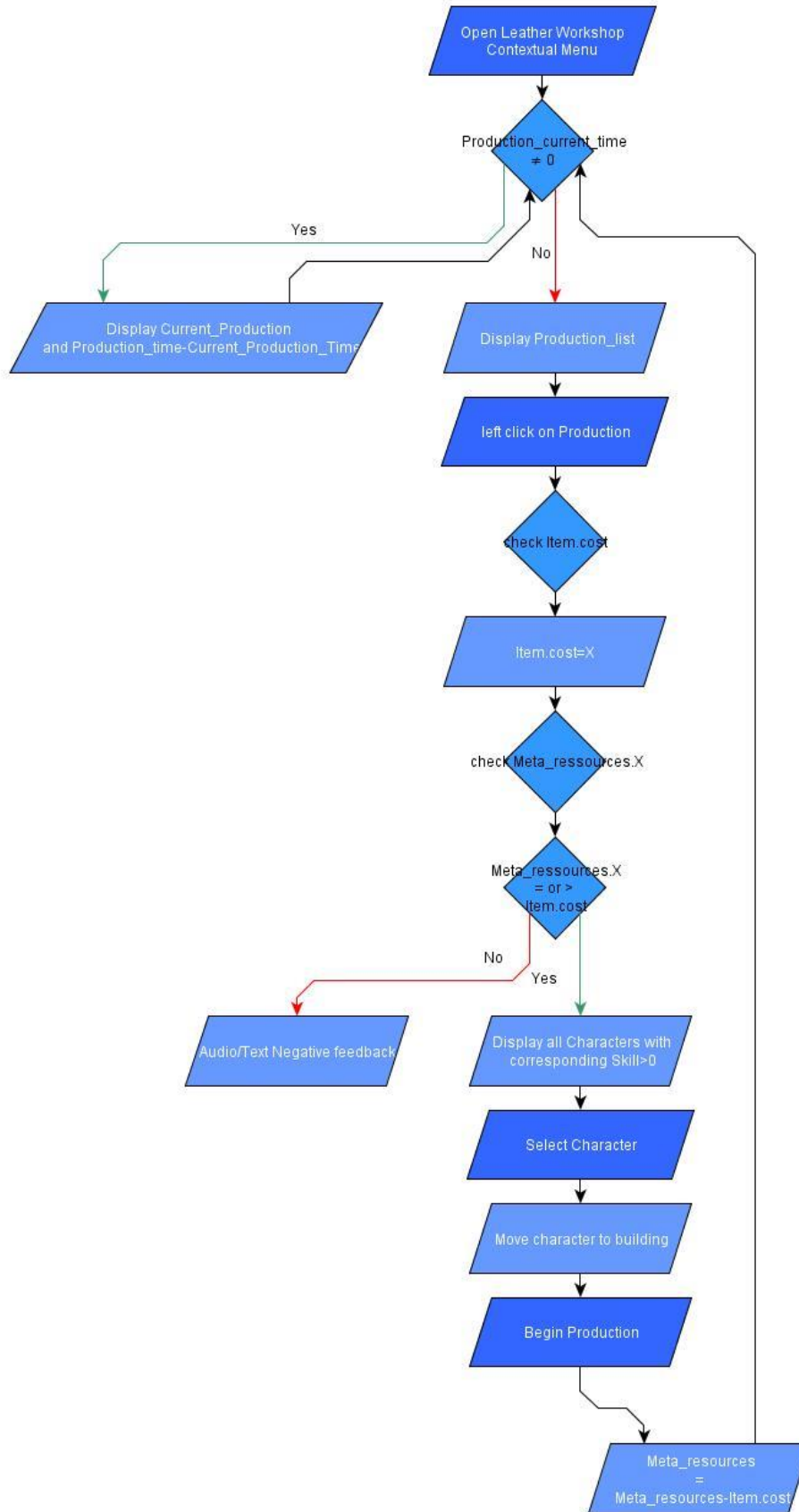
Leather craft is making leather into craft objects using shaping techniques. As the skill improves character can create various items like rope, bag, armor etc.

1.6.2.2.5.14.2 Craft

Cloth	Secondary resource	Flax
Leather strings	Tertiary resources	Tanned leather
Bag pack	Support Item	Tanned leather
Quiver	Support Item	Tanned leather
Water Skin bag	Support Item	Tanned leather

1.6.2.2.5.14.3 Flowchart

- the player right click on the Leather work workshop
- The contextual menu of the leather work workshop opens
- If the leather working workshop is already in use, show the progression of the crafts.
- If it is not, display all the crafts
- The player click on one craft
- If the resources needed by the craft are not on the storehouse, the craft is not possible, and the player receives a feedback indicating it.
- If the resources are available; the game display all the characters with the corresponding leather working skill level
- The player select a character
- The character move to the building
- The character begin the construction
- The resources needed by the construction are subtracted to the total resources of the player.



1.6.2.2.6 Skill level required for Crafting

This is learning behaviors of skills.

Sr no	Craft level	Skill percentage required
1	Basic Craft	Skill >= 0
2	Common Craft	Skill >= 25
3	Advance Craft	Skill >= 50
4	Superior Craft	Skill >= 75
5	Special Craft	Skill >= 100

1.6.2.2.7 Building associated with skill and Items/Craft in it

These are the buildings that are associated with the skills.

Sr no	Skill list	Building associated	Gather Items / Craft
1	Scavenger	Storehouse	Tree Stump Remover(KNO3), Bat Guano(KNO3), carbon steel knife, Petrol can, Guns
2	Carpentry	Carpentry workshop	Bow, arrows, house, staff, wall-wooden; javelin
3	Archer/Huntsman	Archery training ground	Meat, Leather
4	Farmer	Farm, Granary	Vegetables
5	Masonry	Masonry workshop	Wall-stone, stone block; mace
6	Infantry	Training ground	-
7	Blacksmith	Blacksmith workshop, Armory	machete, refined metal, Charcoal, Iron armor, Weapons - sword, mace, spear
8	Miner	Storehouse	Stone, Iron, Sulphur blocks
9	Woodcutting	Storehouse	Wood logs
10	Medicine	Medic tent	Bandage, Adrenaline, Antidote
11	Engineer	Engineer workshop, Armory	Torch; trap, projectile weapons - crossbow, guns, trebuchet, lantern, glass
12	Cooker	Granary	Cooked meat
13	Sapper	Engineer workshop; Armory	Gunpowder, dynamite
14	Leather working	Leather workshop, Armory	Rope, Bag, Armor (leather), Quivers, Water-holder(water skin bag)

1.6.2.3 The inventory

Each character has its own inventory, limited in place allowing him to carry a defined amount of objects. Some objects took multiple places in the inventory; due to their sizes and to make the player feel that a rock doesn't take the same place in a bag as a flower petals stack.

1.6.3 Management

1.6.3.1 Order

To order a character to do an action, the player has to:

-Select him and then select the action inside a contextual menu (building, salvageable element, etc.)

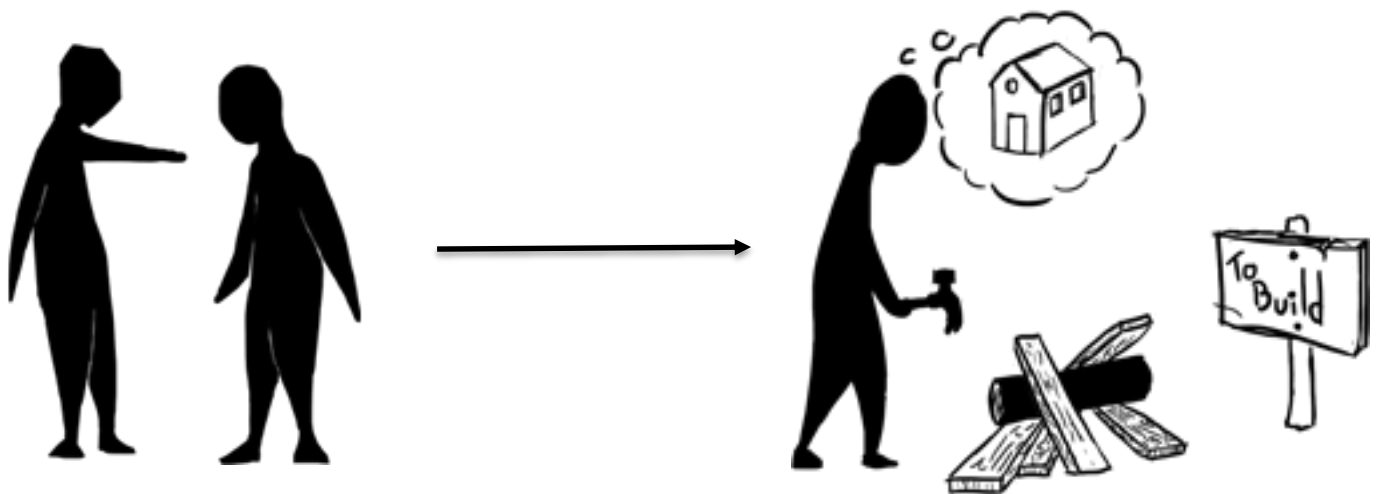
-Or select the action directly from the contextual menu then select the character available for this action.

1.6.3.2 Building construction

The player can order construction in order to access new productions or to please certain needs of his guys.

The construction needs the use of resources, and the knowledge of his construction recipe.

To construct a building the player has to select it and place it on a free space on the map. Selecting the building will make it appears almost transparent below the mouse, until the player click on a free space. There an unfinished version of the building appears until a character comes to build it.



1.6.3.3 Teaching and learning

1.6.3.3.1 Description

The player can teach skill to each character he controls.

To do so he has to select the first character who will teach the skill. He must already masteries it at, at least, 25. In the skill sheet of the character, next to the said skill, a button “teaching” is available, if the skill is high enough.

When the player clicks on the icon, he has to select a character that hasn’t already learned the skill.

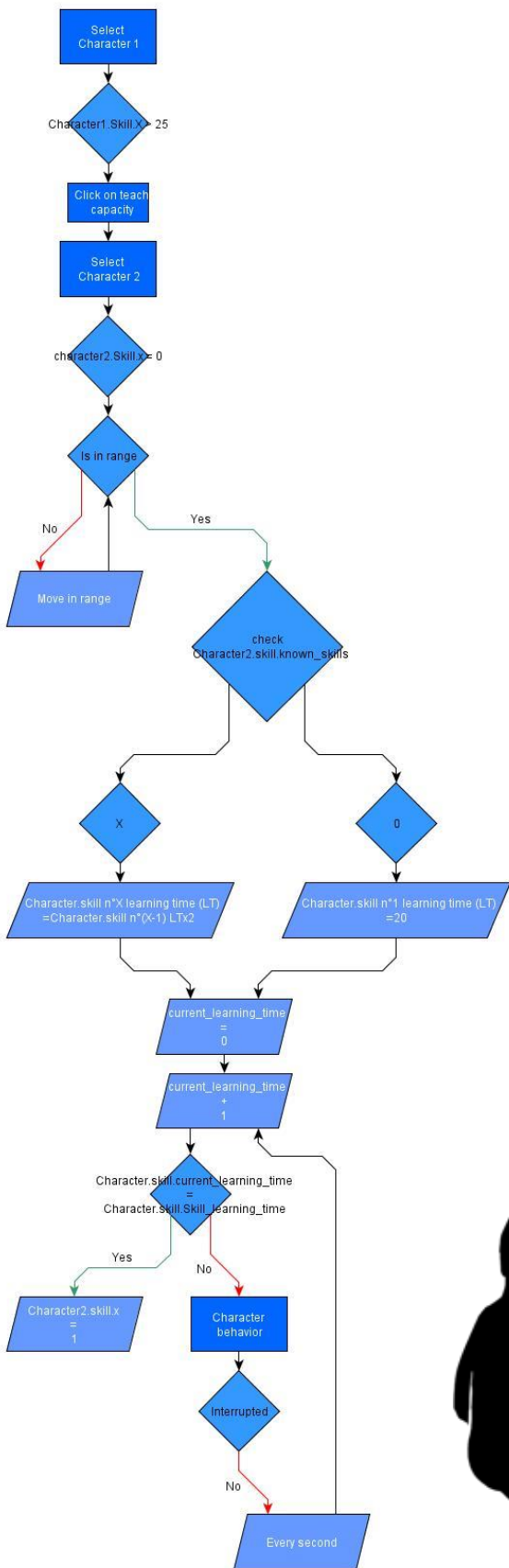
When the skill and the second character are selected, the first character moves to the first character and begin teaching.

The process takes time, and the feedback given to the player is a bar above the characters.

The time needed by the teaching of the skill is dependent of how many skill the character learning already knows.

Skill already known	Time needed
1	5
2	10
3	15
4	25
5	40
6	65
7	105
8	170
9	275
10	440
11	715
12	1155
13	1860
14	3015

1.6.3.3.2 Flowchart



1.6.3.4 The resources and craft

A main game mechanic in the game is the resource management. To carry the resources, the character puts them inside his inventory, taking more or less place depending on the object.

The resources are in limited number on the level, so have to be used carefully.

Those resources can be used to:

- construct or upgrade buildings;
- craft weapon or armor;
- used to replenish the hunger or thirst bar of a character;
- create a new resource by combining them in an appropriate building;

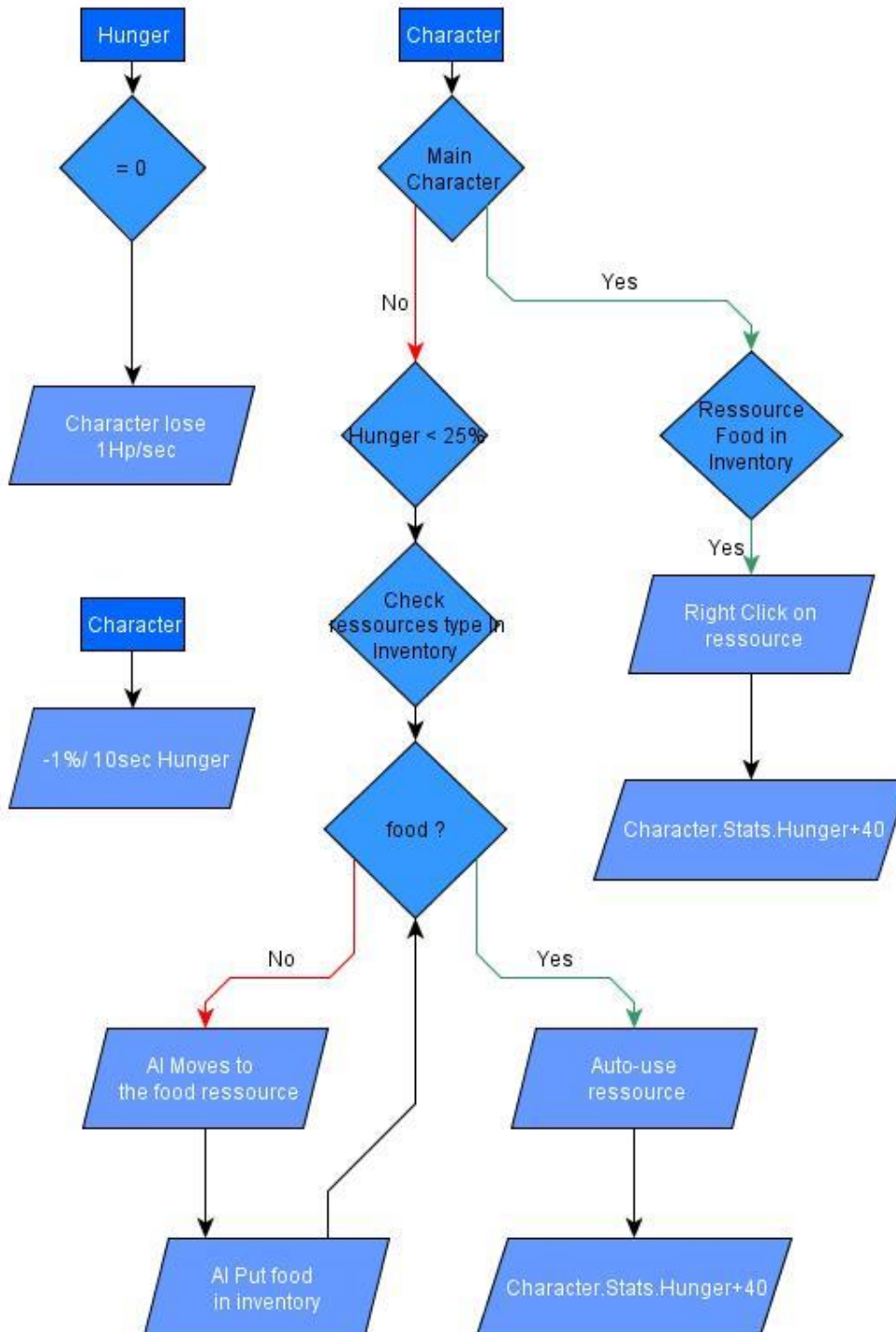
The Player has to craft in the game to obtain more powerful weapon or the new resources needed to complete the new building he wants to construct. To do so, the resources have to be brought to the appropriate building and the character designed to craft has to use the appropriate skill and after a small amount of time, the item crafted will be put in his inventory if he has the space or on the ground next to him.



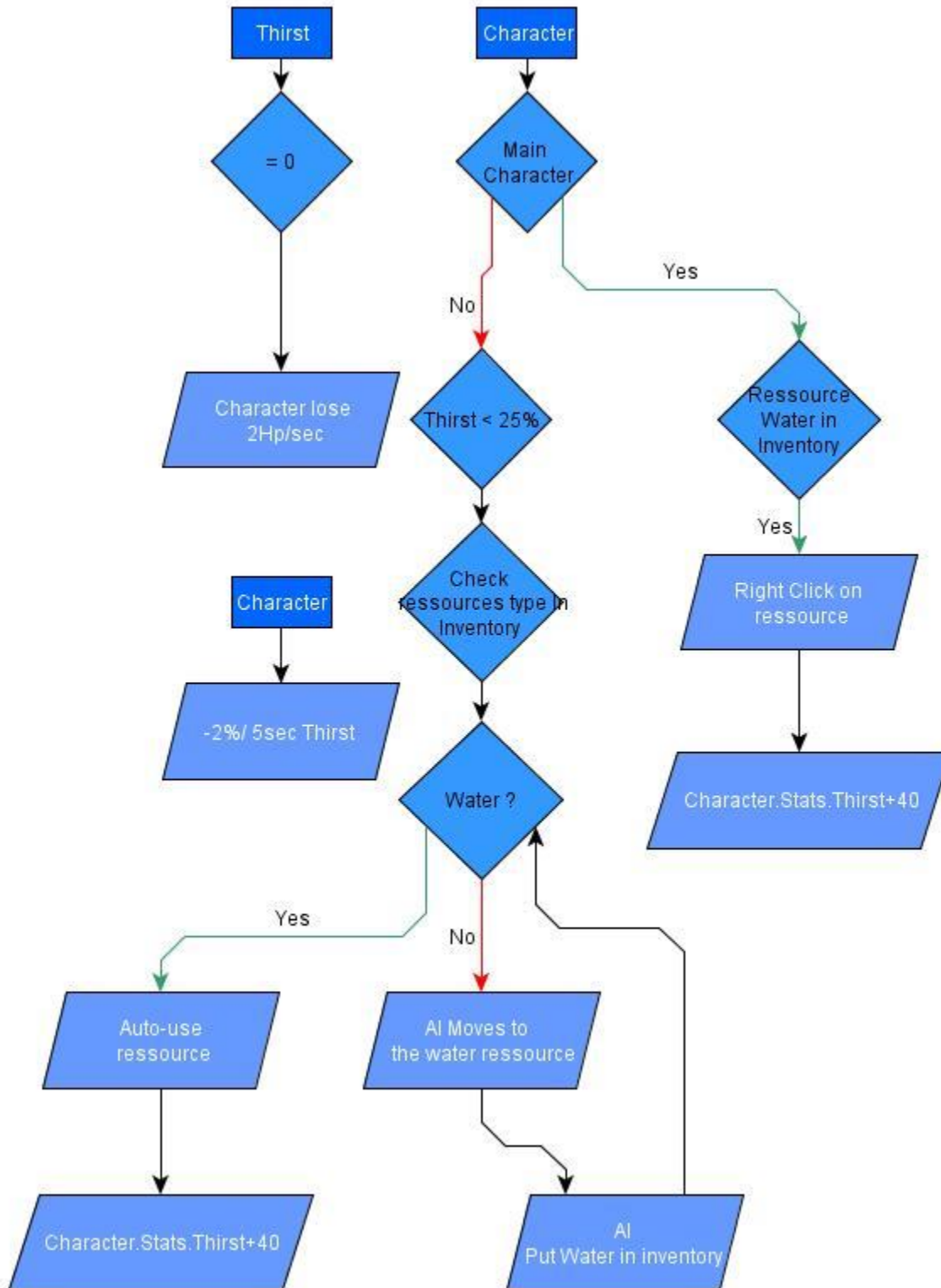
1.6.3.5 Hunger and Thirst

1.6.3.5.1 Flowchart

1.6.3.5.1.1 Hunger



1.6.3.5.1.2 Thirst



1.6.3.5.2 Description

The hunger and thirst are two characteristics of the characters. They are represented through bars going from 0 to 100.

Those numbers are progressively decreasing with the time, and need to be replenishing through the consumption of water and food.

1.6.3.5.2.1 Hunger

The hunger needs the consumption of Food at regular intervals. Different types of food with different effects are available:

Common raw food = +20

Common cooked food = +40

Rotten Food = +5

The hunger bar diminish of 1/sec

If the Hunger bar goes to 0 the character loses 1hp per sec. If the NPC doesn't have any food in their backpack to consume directly they will direct themselves to the granary to replenish their hunger bar.

1.6.3.5.2.2 Thirst

The Thirst needs the consumption of Water at regular intervals.

The Water needs to be filtered through a water tank to be proper to drink. If not it can gives the character diseases.

The water replenish the thirst

The thirst bar diminish of 1/sec

If the Thirst bar goes to 0 the character loses 2hp per sec. If the NPC doesn't have any water in their backpack to consume directly they will direct themselves to the water tank to replenish their thirst bar.

1.6.4 Survival

1.6.4.1 Combat

The combat is a pretty traditional system. The characters have a line of sight, and a range. The enemy has to be in the range and in the line of sight to be attacked.

The line of sight is the area visible by the character. For example, if the enemy is behind a wall he will not be in the line of sight.

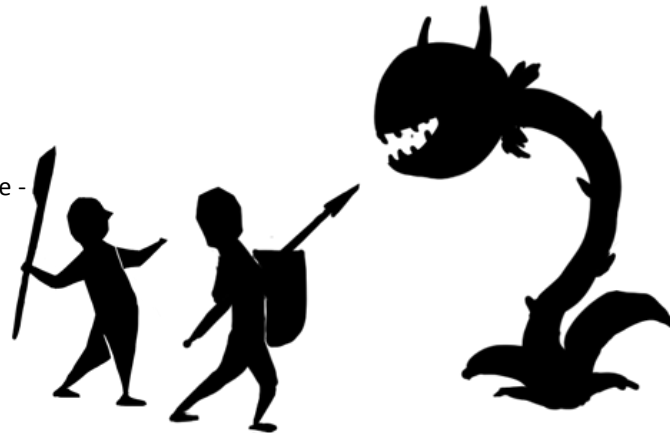
The range is the range of attack of the character. It is usually determined by the weapon. If the character does not have a weapon, it will be considered as a melee weapon.

1.6.4.1.1 Combat Menu

The sub character must be controls through the Combat Menu to fight against the enemies.

This menu disposes of several buttons:

- Attack –
 - Select main character
 - Left click on attack button
 - Then left click on enemy that you desire to kill
 - To cancel attack - click on stop button
- Stop –
 - It will cancel what currently the character is doing like -
 - Building
 - Attacking
 - Repairing
 - Following
 - Stop moving and Attack Move too
- Repair/Auto-Repair –
 - Repair
 - Select the character who has Carpentry/Masonry skill
 - Left click on Repair button
 - Then left click on the skill related building that the character want to repair
 - To cancel repair Click on stop button
 - Auto-Repair
 - Right Click on the repair button
 - Character will automatically go and repair the damaged building
 - To cancel Auto-repair – Right Click again on it



1.6.4.2 Traps

The traps are fixed hazard. They deal a single damage to the character(s) in its range when it is activated. They can be “one time” traps or they can reload after an amount of time determined by the trap itself.

The traps can be “man-made” or enemies.

They have Life and are fixed in the map.

1.6.4.3 Waves of enemies

The enemies in the game are spawning by waves every day at midnight; since the player gets his third survivor and until he finishes the victory condition.

The enemies are spawning at predefined points in the map, and every time one of this point is in the line of sight of a character at the spawning moment, this point is deactivated and another one is activated in a zone where the player have no view on it.

When spawned; the enemy will direct his attention to the nearest opponent; building or character; to attack it.

Every wave is more powerful than the previous one.

2. Game World

2.1 Game world Overview

History: The game takes place in a world where most of the humanity has been decimated by a so called “vaccine” supposed to enhance the lifespan of humanity and cure all the known diseases. But instead of curing the Humanity, after a period where the patients felt better, they began to massively die.

To get rid of the problem, they decided to throw it into the ocean, creating the biggest ecological disaster the Earth ever known. The plants and the animals started to mutate, and soon the nature took back its course more powerful than ever.



The game starts several years later on an Earth covered with jungles and forests.

Geography: The flora has been conquering the man world, even the biggest cities have disappeared under the overflowing jungles. Except on very rare occasions most of the human traces have been destroyed.

The game will be composed of various places with different type of corrupted nature, such as a corrupted cave with poisoned-spores-throwing mushrooms; plant invaded downtowns etc...

2.2 Game Levels

The game has a one hug map which is divided into 4 small parts of map. Each map will have New/Different Resource and has to face different enemies depending on the environment. Each parts of map will have survivors which might have skill or will have Book of skill in the level which the player has to find.

2.3 Environment

The environment in the level is outside. The level is populated with enormous trees, Dangerous flowers, and Mutated plants and animals. It also has some lake and pond. The place would have been peaceful if only nature didn't take its course.

2.4 Architectural Style

The architectural style is a modern and a mix of eastern and western style; going from the typical suburbs of United States of America to the ruins of Chinese styled city with their particular and stereotypical roofs.

The interest of having multiple different architectural styles is to show the travel of the protagonist around the world.

The particularity of the architecture here is that ALL the building are destroyed and mostly covered by plants/moss/trees.

2.5 Mood

The mood of the level is dark. The level has a wasteland setting which, is overrun with nature. The forest, small town and other place would look peaceful if not the nature took over it.

2.6 Emotion

The emotion conveyed by the level is entrapment because of the post- apocalyptic

2.7 Pacing

The level should be possible for a new player, but not without challenge. There are some health and water pickups that should give a new player some leeway as far as taking damage, but there are some fights that will be challenge all level of the player.

The pacing of the level has Different peaks, corresponding to which place the character stay or explorer in the map. Depending on the resources the difficult will also change, Where the Character has to face more difficult enemies for rare resources. Level of difficult will have a roller coaster Effect depending on the resources he finds.

The Level must be accessible to player with all levels of experience because this is a portfolio level and it might be played by people who have no previous experience playing survival based games.

3. Game entities

3.1 Character

3.1.1 Shad

- **Name:** Shad (Meaning: “Happy Go lucky” in Punjabi)

- **Sex:** male.

- **Functions**

- Knows how to survive with Fighting, Hunting and exploring (Survival/hero/teacher)
- Teach these survival abilities to other survivors
- Exploration

- **Traits**

- Pride
- Loyal

- **Circumplex:**

He is a natural leader, people listen when he talks even if he is not good looking.

As a past member of a respected warrior community he is always willing to help people from his “tribe” and as he is careful to say the least with the outsiders; he always welcome them warmly when they prove themselves.

Outsiders have to earn his trust to be integrated in the community.

- **Character Web**

The character is the leader of his group of survivors.

The first character he met is the woman

- **Evolution**

The character abilities evolve as he met new survivors with new skills.

As his moral is a main feature of the game, his circumplex is meant to evolve as the game goes on depending on the player actions.



- Appearance

Shad is a big looking man; with big beard and a turban covering his ears. He is not that charismatic looking and has the look of someone who stayed alone for a long time.

- Clothes

Silky and traditional Punjabi clothes, dirty, used by the years.
He wears a huge bag to carry all the things he can salvage.

- Weapons

In a post-Apocalyptic world, such as this the character would start with a few hand crafted Weapons until he discovers a few modern weaponry.
His first weapon is the traditional Knife he possessed from before the end of the world.

- Background story:

Outgoing, friendly and accepting, Shad is born in one of the last warrior tribe of the world, but when he accepted to be trained to fight and survive, he never fully followed the rules and tradition of the clan. Thus when he went off the right age he went away from his family and tribe, to discover the world and new cultures. During his travels he often stopped in community to help people in whatever help they needed.

When the disaster occurred; he decided to find who ever needed his help and decided to reconstruct a good community no matter the price it would cost.

He began travelling the world again, looking for survivors; using his tribe training to survive in the wild new world.

3.2 Enemies

The Enemies can be described as 3 main categories.

3.2.1 The mutated creatures

The mutated creatures are deformation and mutation of pre-existing animals. They mutated to survive and are more aggressive than any previous species earth used to hold.

Warg - New species of dog, they are now monsters, meat eaters, violent and aggressive creatures, hunting their prey and bringing them to their lair. They have a great speed but a very low life.

Crok – looking like the crocodile or the alligator, the crok is less patient than his predecessors; hunts his prey as well on the ground than on the water. They have a low speed but a very great life.

3.2.2 The mutated plants

The mutated plants are aggressive plants; acting as if they were in possession of a conscience. They are hunting prey to spray their seeds.

The spitter – The spitter, as its name says spites his seeds on his victims to spread his seeds the farther away, as the seeds stuck in the target will travel with him until he dies from a septicemia.

The dead-vines – crawling plants, it is hooking on his pray and then bring it in the central flower, where it digest it.



3.2.3 The humans

Looters - Humans have always been prolific in the mad department, and mad peoples are never the ones who die first. Their goal is their survival, and do not care at all about others.

Organizations – Some big corporations saw the disaster coming and prepared in consequence. They are well equipped and want to take over the world for their members and their members only.

3.3 Craft

Using resources and buildings, the player can craft:

- **Resources**
- **Weapons**
- **Armors**

3.3.1 Resources

The player can craft resources from other resources; allowing the unlocking of new buildings or upgrade.

For example, bringing metal scrap and wood to a forge will allow to craft metal bar; unlocking the construction of metal weapons.

3.3.2 Weapons

The player can craft weapons from other resources; the harder to find or to craft the resources, the more powerful the weapon will be.

For example: with a “wood” the character can craft a club. With a “wood” and a “stone” he can craft a spear, and with a “metal bar” and a “leather”; the player can craft a sword.

3.3.3 Armors

Working the same way than the weapons, the best the resource is, the best is the armor.

For example a wooden armor will be less efficient than a leather one which will be less efficient than a metal armor.

3.4 Buildings

- **medic bay:** Used to heal the characters
- **hosings:** increase the mood of the
- **carpentry workshop:** Allow the creation of better resources made of wood
- **masonry workshop:** allow the creation of better resources made of stone
- **farm:** grow some foods
- **kitchen:** allow the creation of better food
- **water-tank:** Stock the water inside the camp
- **archery:** Training place for ranged weapon
- **training ground:** Training place for contact weapons
- **forge:** allow the creations of better resources made of metal
- **Armor Workshop:** Allow the creation of armors
- **Weapon workshop:** Allow the creation of weapons
- **Stocks:** stock of different resources chosen at the creation of the building (e.g.: a food stock)

3.5 Resources

The resources are separated in different types:

Common Resources:

- Wood log
- Stone
- Leather
- Metal scraps
- Sand
- Wood plank
- Stone brick
- Metal bar
- Metal slab
- Etc.

Weapons:

- Sword
- pickaxe
- Club
- Spear
- Bow
- axe
- Etc.

Food

- Crude Food
- Fruit
- Meat
- Cooked Food
- Etc.

Armors

- Wooden armor
- Leather armor
- Metal armor
- Etc.

Water

4. Prototype

For the prototype we had to cut through the mechanics to show how the main mechanics work. We organized all the mechanics selected around what we can expect from a Tutorial or a First level of a game.

To do so, we kept the main mechanics but removed all the “redundant” part. For example for the skills, we kept the fighting skills but only took two skills of gathering and one of crafting

All the other features that are “non-redundant” are kept as they were designed.

We also sensibly reduce the size of the map and the objectives of the said map are easy to understand as the player is guided step by step before releasing him in a larger zone of the game, where he can have a first taste of what the game would be.

4.1 The skills

As stated before we kept:

- The fighting skills, **archery** and **infantry**, to show the different way to fight directly the enemies present on the map.
- The **carpentry** skill, to show one example of the building and crafting skills.
- The **scavenging** and the **wood cutting** skills, to show different type of gathering.

All the other skills developed and designed before are basically functioning the same way than those 3 types of skills here.

4.2 The buildings

For the buildings we only kept the building essential to understand the setting and the goal of the game, and those related to the skills available.

Also to show the possibilities of the building we give the opportunity for the player to upgrade and solidify the building by implementing a stone version of all the building available.

We also replace the specific building “carpentry” by the “**craft house**” to show a more large view of what kind of objects can be crafted.

So the buildings available are:

- The **houses**
- The **Craft house**
- The **Store House** and the **Water tank**
- The **walls**



4.3 Craft

4.3.1 Resources

For the resources we kept and focus on the resources needed by the existing mechanics.

- The **water** and the **food**, for the Hunger and Thirst mechanics
- The **wood** and the **stone** for the buildings
- Other minor resources necessary for the crafting mechanics.

4.3.2 Weapons

As for the resources we kept only the most representative and “simple” items to be crafted

- The bow, to go with the ranged combat feature
- The knife, to go with the melee actions.

4.3.3 Armors

We gave the player the possibility of crafting himself a set of leather armor, but we are not giving him the opportunity of being able to craft the full set, as there is not enough leather available in the map to craft one full set.

The goal here was to show the necessity of use carefully the resources.

4.4 The enemies

For the prototype we kept one monster of each one of the three types, to give a correct view of what the world is and what are its dangers.

We kept:

- The **Warg**, which is a melee creature, with low health but great speed.
- The **spitter**, which is a ranged creature, with a slow attacked rate.
- The **humans looters**, which are both ranged and melee, with all medium stats.

5. Level Design

5.1 Quick Summary

This is a post-apocalyptic world where nature has taken over the place and also it has almost wiped the human off the earth but still some manages to stay alive. There are some mutated plants, animals and humans which can kill the survivors.

5.2 Level Design

Level Information

- Level Name: The Beginning
- Map: Open World
- Game Mode: Single Player
- Max Player: 1

Player's Focus

- Scavenge/Collecting Resources
- Discovering Survivors
- Teaching/Learning skill
- It also has to keep a watch on other survivors Mood
- It also has to take care of his Moral
- He also has to focus on his Health, Hunger, Thirst and his Stats

Level Objective

- Explore map
- Find resources and survivor
- Learn new skill to build/gather resources
- Teach and learn skills
- Can order survivors to build
- Find a place to build a camp to defend them from enemies

Challenge Highlights

- Character has to run in and out of combat, and from place to place, on the way to find some resources.
- This is a tutorial world; the player has to follow predefined path and unlock the features one by one.
- Character has to survive for one full day (20minutes)
- The player has to finish every objective to finish the level.

Mission Location

- The Game start in the jungle where the player will be near a river.
- As the player progress near a ruin city he get to know more about the world.
- All out door

Mission Metrics

- Playtime of the game will be for 15 to 20 minutes. As the level is tutorial oriented, the player should not take more than 20 minutes to finish the level
- For the player to move from one part of the map to another he will have some enemies to face or a condition to be resolved.

5.3 Look and Feel

Environment

The environment in the level is outside. The level is populated with enormous trees, Dangerous flowers, and Mutated plants and animals. It also has some lake and pond. The place would have been peaceful if only nature dint take its course.

Mood

The mood of the level is dark. The level has a wasteland setting which, is overrun with nature. The forest, small town and other place would look peaceful if not the nature took over it.

Color Comp



Architecture Style






















The architecture is in an open world which has been taken over by nature. There will be some small town which will be cover with creeper. There are also some places where there are farm house and which are also wrecked. There are also some place which are made out of scrap. The world will have a greenish look, which has been mutated.

Material Used

The materials used outside in this level are all mutated nature, like grass, sand, and stone.

5.4 Maps



- | | | | | |
|--|--|--|--|---|
|  Lake |  Ruin House |  Tree |  Bunch of tree |  Cliff |
|  Small Mountain |  Bridge |  Forest Area |  Salvage Point | |
|  Dark Forest Area |  Grass Area |  River |  Main Character | |
|  Broken Road |  Food |  Water |  Survivor | |
|  Mood Zone Terrible |  Mood Zone Spooky |  Mood Zone Good |  Enemy | |

Legend - Description

- **Lake** – This lake water is Dirty which not drinkable.
- **Ruin House** – Ruin house cannot be accessed at any point
- **Tree** – Character can cut this tree
- **Bunch of Tree** - Character cannot cut this trees (Dense Forests)
- **Small Mountain** – Character cannot walk over this area
- **Bridge** – Character can walk in this area
- **Cliff** – This area is not walk able for the Character
- **River** – This area in not walk able for the Character
- **Grass Area** – Walk able Area
- **Forest Area** – Tree can be cut in this area
- **Dark Forest Area** – Tree cannot be cut in this area
- **Broken Road** – Character can walk in this area
- **Main Character** – Player can control this character
- **Salvage Point** – Character can salvage from this point. This above resources can be salvage from this point.
 - **Bandage** – Character can heal other survivors with this items
 - **Wood log** – This is a raw resources to build building and craft items
- **Food** - Character can pick the food item
- **Water** – Character can pick the water item
- **Survivor** – Random survivor which can be control by the main Character
- **Enemy** – Creature, Human or Plant threatening the life of the Characters.
- **Mood Zone Terrible** – Cause a unique and great loss of Mood or Moral for each character entering it.
- **Mood Zone Spooky** – Cause a unique but small loss of Mood or Moral for each character entering it.
- **Mood Zone Good** – Cause an unique gain of Mood and Moral for each character entering it

Gameplay

Level goal

The main goal of the level is for the character to Survive. He is the spearhead of a small group of survivor and has to aid them to endure and prosper. He manages to do it by teaching them the rudimentary skills he knows and by learning from them. He also has to explore for more survivors and resources so he can build a camp where all of those survivors can survive and store resources.

Gameplay Overview

The gameplay in this level is characterized most by the phrase survival, exploration and discovery. The character has finds survivors

Relative Difficulty

In terms of difficulty, this level should be possible for a new player, but not without challenge. There are lots of health and water pickups that should give a new player some leeway as far as taking damage, but there are some fights that will be challenge all level of the player.

The Level must be accessible to player with all levels of experience because this is a portfolio level and it might be played by people who have no previous experience playing ex:- Don't Starve

Brief Gameplay Walkthrough

The Level is a tutorial for the player to familiar itself with the mechanics

It begins by a 'scripted sequence unlocking the hunger and the thirst'

Some resources are near the character to introduce the picking of resources

The player discovers that the foods and drinks are automatically used when placed in the inventory.

The only path usable by the character is blocked by an obstacle. To go through this step the player has to salvage the obstacle, obtaining stones, useful for the end of the level.

After scavenging, the main character introduces the Mood and Moral through a scripted sequence.

A scripted sequence then introduces another survivor, giving an “optional” quest and unlocking the objectives screen. To progress into the level, the player has to complete the quest.

The quest is to heal the sub-character. To do so, he has to find bandages by salvaging items in the zone, near him.

When the quest is complete, the survivor becomes a sub-character that the player can control.

After another scripted sequence, the player is able to cut wood, as the game unlocks the teaching mechanic.

A new objective order the player to teach a skill (scavenge) to the sub-character.

He then has to cut the trees blocking the path to access the bigger area.

Entering the bigger area unlocks the building menu. The player has to build a carpentry workshop a storehouse and 2 houses while collecting the necessary resources.

When the player finishes the construction of the carpentry workshop he has to craft weapons to defend itself against an upcoming threat.

He then can explore the map looking for the special zones, looking for items and resources.

At midnight, a group of humans and spitting plants spawns on the map and attacks the player camps and characters. He will have to defeat them to finish the objectives.

Optional quest: Upgrade the buildings.

Necessary Skills

- The use of computer mouse and keyboard
- No necessary skills are required to accomplish this level as it is a tutorial level.

Map Elements

Name Conventions of Map Elements

	Map Elements	Name Convention
Other Important Elements	Player	P
	Other Survivor	OS
	Wood	WO
	Stone	ST
Salvage Point – This resources can be obtain from salvage point.	Metal	ME
	Wood	WO
	Stone	ST
	Bandage Pickup	B
	Water Pickup	WA
	Food Pickup	FO
Book	Skill Pickup	SK
Enemies	Small	ES
	Medium	EM
	Big	EB
Military	Weapons Pickup	WE
	Ammo Pickup	AM
	Armor Pickup	AR

List of Elements on Map

Map Elements (number of placements)	Attributes	Description
P	Player	This is the main protagonists that the player will be controlling it.
OS	NPC	Friendly or Non-Friendly Survivors. They can join your journey or try to stop you.
ME1 – ME5	Primary Resources	Metal to build
WO	Primary Resources	Wood to build
ST	Primary Resources	Stone to build
HP	Secondary Resources	Default Bandage Pickup
WA	Primary Resources	Default Water Pickup
FO	Primary Resources	Default Food Pickup
ES	NPC	Enemies for Character to Defeat
EM	NPC	Enemies for Character to Defeat
EB	NPC	Enemies for Character to Defeat
WE	Resources	Default Weapons Pickup
AM	Resources	Default Ammo Pickup
AR	Resources	Default Armor Pickup

Explanation of Map Elements

Map Elements	Description	Gameplay
Player	This is the main protagonists that the player will be controlling it.	It show where character is moving in the mini-map
Other Survivor	Friendly or Non-Friendly Survivors.	If the survivors are friendly they will follow your lead or they will try to kill you.
Metal	Metal to build	Resource used to build a particular House
Wood	Wood to build	Resource used to build a House
Stone	Stone to build	Resource used to build a House
Health Pickup	Default Health Pickup	It replenishes Character health supply
Water Pickup	Default Water Pickup	It replenishes Character Water supply
Food Pickup	Default Food Pickup	It replenishes Character Food supply
Skill Pickup	Unlock new Ability/Building	It unlock new ability to build new house or Learn new skill like medicine. It's also used for teaching and learning purposes
Cinematic trigger	This cues is the start of a cinematic sequence	Starts a cinematic sequence
Enemies Small	Enemies for Character to Defeat	Requires Character to fight
Enemies Medium	Enemies for Character to Defeat who give Drop	Requires Character to fight to get some Resources
Enemies Big	Enemies for Character to Defeat who give Drop	Requires Character to fight to get some Resources
Weapons Pickup	Default Weapons Pickup	It's useful to kill enemies
Ammo Pickup	Default Ammo Pickup	It's used in gun to fight enemies
Armor Pickup	Default Armor Pickup	It give more protection from enemies

Assets Needed for Map

Static Meshes

Original Mesh	Description	Polycount
Metal	Scrap metal or unrefined metal	<50
Wood	Wood log or Wooden Plank	<50
Stone	Uncut stone	<50
Health Pickup	Bandage box	<50
Water Pickup	Leather Bottle	<50
Food Pickup	Tin Can	<50
Skill Pickup	Book	<50
Enemies Small	Mutated Plant, Mutated Animal, Other Survivors	<1000
Enemies Medium	Mutated Plant, Mutated Animal, Other Survivors	<2000
Enemies Big	Mutated Plant, Mutated Animal, Other Survivors	<4500
Weapons Pickup	Knife, Long Blade, Mace, Long Bow, Short Bow, Short Bow, Cross Bow, Bolas, Bombs, Gun, Javelin, Traps	<50
Ammo Pickup	Arrows, Gun ammo box	<50
Armor Pickup	Leather or Metal type	<50
Tree	Long or Short tree	<100
Fence	Brown, Irregular wood plank joined with bamboo	<50
Bridge	Brown, Irregular wood plank joined with bamboo	<100

Environment Textures

Original Mesh	Description	Resolution
Fence	Brown, Irregular wood plank joined with bamboo	512*512
Grass	Variation of green color	512*512
Rocky Floor	Mixture of Rock and Grass texture	512*512
terrain	Light Rock and grass texture	512*512
	Dark Rock and grass texture	512*512
Cliff Wall	Brown, striated stone	512*512

Technical Overview

Map Metrics

- Day and Night Cycle
- Climate – Light Rain and low Fog
- Map Scale – (Moving speed is given in units per second “2 units = 1 Second”)
 - Map size
 - X=256 units
 - Y=256 units
 - Line of site –
 - 6 units in Day time
 - 5 units in Night time

Map Scale

- The Whole map size is 256 X 256 units
- This map is divided into 4 Parts with the size 128 X 128 units
- Only 1 part of the map is going to be shown that will be 128*128

Map Objective

- Tutorial level – This is a tutorials for the player to have an understanding of how the character has to survive & manage and also to know the importance of exploration.
- Survival

Terrain Detail

Important

- First set terrain height – 11 then start working on the map because while making the lake you need to depth.
- Position of layout one(0,-11,0)

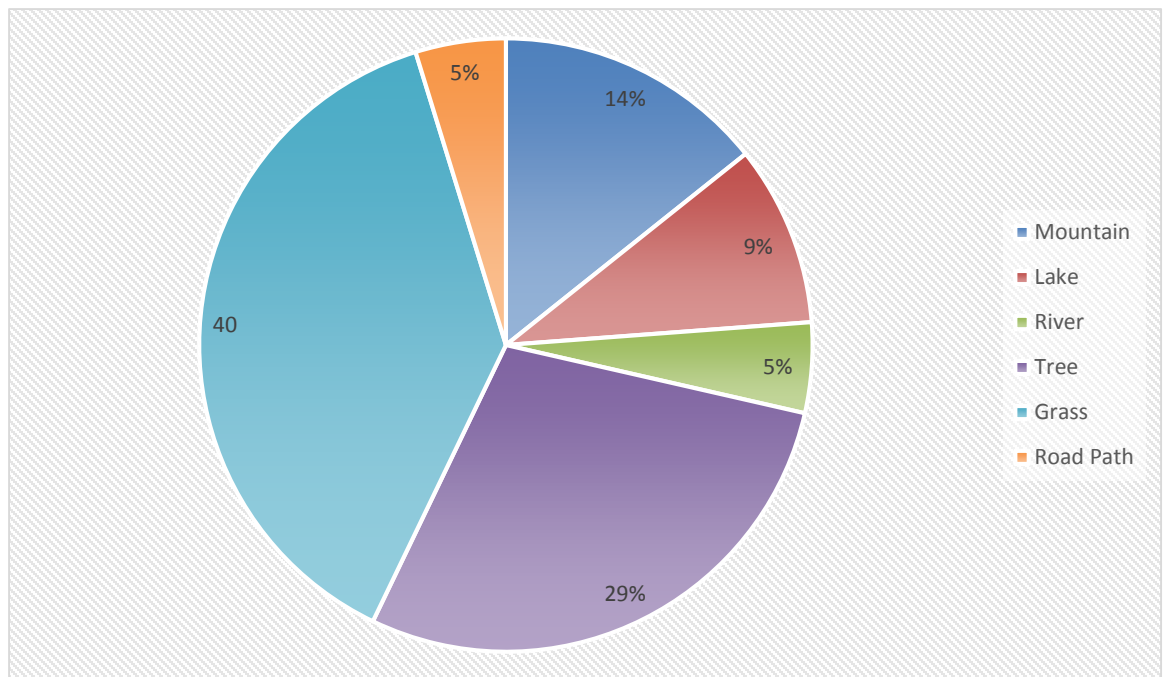
Assets in the Terrain

- Begin Point
- Tree
 - Tree which Gives wood
 - Tree which Does not give wood
- Mountain / Hill
- River Stream

- Lake
- Broken Road
- Grass
 - Tall Grass
 - Short Grass
- Building
 - Cemetery
 - House
- Object
 - Fence
 - Bridge

Percentage of terrain

- Mountain / Hill
- Lake
- Rivers
- Trees
- Grass
- Road Path

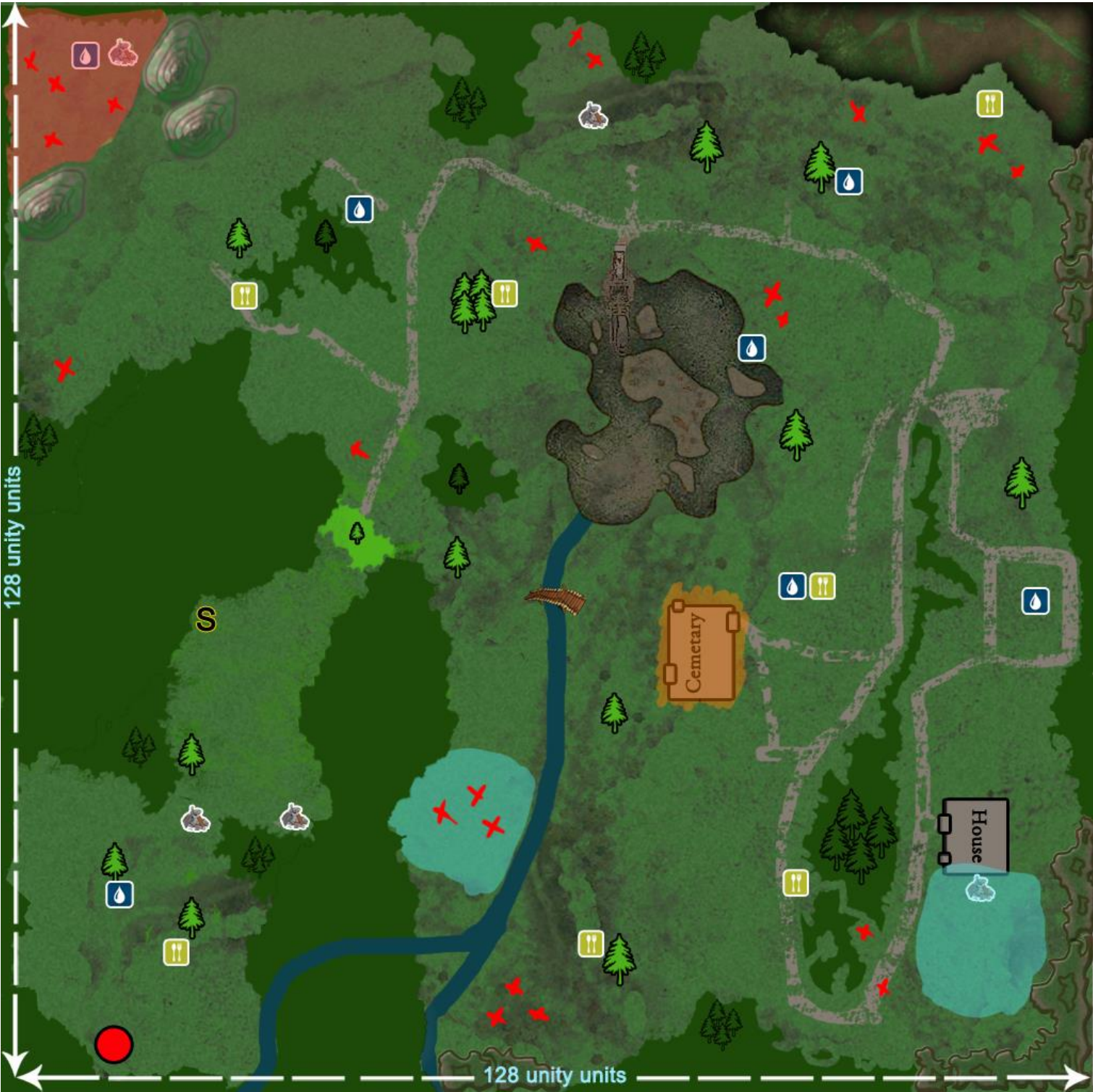


List of Resources that Character find on map

Resources are limited so the player has to decide what to build and craft

- | | | |
|------------------|---|----|
| • Tree (Wood) | = | 17 |
| • Water Bottle | = | 6 |
| • Food | = | 7 |
| • Other Survivor | = | 1 |
| • Pile of scrap | = | 3 |

Map



What character can build on terrain?

- Building
 - Wooden House camp = Required resources = wood
 - Stone House camp = Required resources = Stone
 - Wooden Carpentry workshop = Required resources = wood
 - Stone Carpentry workshop = Required resources = Stone
 - Wooden Store house = Required resources = wood
 - Stone Store house = Required resources = Stone
 - Wooden wall = Required resources = wood
 - Stone wall = Required resources = Stone
 - Wooden water-tank = Required resources = wood
 - stone water-tank = Required resources = stone

List of Features that character can do in the map

- Scavenge
 - Primary Resources
 - Secondary resources
- Carpentry
- Wood cutting
- Melee Combat
- Range Combat
- Inventory

Rules

- Character has to eat food to survive
- Character can scavenge pile of scrape only
- Character can chop some tree only In the map
- Character cannot enter the ruin house
- Character cannot walk on Mountain/Hill, River, lake, Tree, Ruin
- Character cannot fly in the map
- Character cannot build on Mountain / Hill, River, lake, Tree, Ruin