

FANGS

Game Design Document

Survive the Hunt

“You’re not out of the woods yet”

All work © 2025 by Dirty 20 Studios
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1. Game Overview

1.1. Concept

- 1.1.1. This is a fast paced single player rogue-lite arcade style first person shooter, where the player character uses a bow and arrows to survive waves of wolves that will attack the player character on sight.

1.2. Feature Set

- 1.2.1. Basic Movement: Running, Jumping, Sprinting
- 1.2.2. Aiming and Shooting
- 1.2.3. Health and Stamina Bar
- 1.2.4. Item pickups
- 1.2.5. Score board
- 1.2.6. Upgrade market (In-Game currency)
- 1.2.7. Wave-Based progression

1.3. Genre

- 1.3.1. First Person Shooter (Bow and Arrow), Wave-Based Arcade, Rogue-lite

1.4. Target Audience

- 1.4.1. Fans of first person shooters and competitive players

1.5. Game Flow Summary

- 1.5.1. After the player hits the Play button they will first be taken to an in game market screen where they can purchase any of the permanent or temporary upgrades they would like to have for their next run. If the player is playing for the first time they will not be able to purchase anything. After the player has decided to leave the update screen they will be put in the game. The player will be in a forest environment with some ruins. After a brief 3 second countdown the first round will begin. Unless a specific upgrade has been purchased the player will first need to find a Bow while avoiding any wolves that will attack the player on sight. 5 arrows will be given for free after finding the bow but after the player will have to continue to scour the map to find more ammunition. The player will use the Bow and Arrows they find to kill wolves that will drop a coin pouch that the player can pick up for points that can be used in the market after they die. A round will end after all wolves have been defeated. Every round will start with the 3 second countdown and increase the number of wolves spawned on the map. Once the player has died, the round that they died on will be marked and if it is higher than the previous high score then it will replace it. Then the player will be taken back to the in-game market to purchase any upgrades they would like before starting again.

1.6. Look and Feel

- 1.6.1. Realistic art style with naturalistic lighting and textures.
- 1.6.2. Fast Paced, round-based gameplay inspired by classic arcade games

- 1.6.3. Easy to start, hard to master.
- 1.6.4. The player should feel like a hyper-competent hunter using observation and skill to survive increasingly overwhelming odds.
- 1.6.5. The tension of survival is heightened by the growing wolf pack and limited resources, evoking a high-stakes predator-vs-prey experience.

1.7. Scope

- 1.7.1. 1 person project
- 1.7.2. 1 Location
- 1.7.3. 1 Weapon
- 1.7.4. 1 Enemy Type
- 1.7.5. 5 types of pickups (current estimate)
- 1.7.6. 13 purchasable upgrades (current estimate)

All Assets will be found from the internet. First person animations made by hand in Engine

2. Gameplay and Mechanics

2.1. Gameplay

- 2.1.1. **Genre:** First-Person, Bow and Arrow, Shooter, Wave-based, rogue-lite
- 2.1.2. **Progression** will come from the player's mastery of the same map after repeated attempts and from the purchasable upgrades they can buy after the end of each run. The player can kill all the wolves on the map to complete a wave to where another wave will come and the number of wolves increased

Every wave will begin with a brief 3 second countdown that will appear on screen. If it is the first round of the run the player will start with nothing unless they have purchased permanent items that stay with the player in between runs. During the 3 seconds the player is completely safe to run around the map to search for the bow if they do not have one, or any other supplies they can use like ammunition. After the 3 seconds the wolves will begin to spawn in and the player must either kill all the wolves to make it to the next wave or die and go to the market place to buy upgrades and start the process over again

- 2.1.3. The **Core Loop** of the game will be to kill wolves, collect money from corpse, die and receive their score, buy upgrades to kill even more wolves, kill wolves.
- 2.1.4. The **Objective** is to try kill the wolves trying to kill you and survive as long as possible and to try and beat the previous score
 - 2.1.4.1. **Minor Objectives** would be:
 - 2.1.4.1.1. Find a bow
 - 2.1.4.1.2. Find ammunition
 - 2.1.4.1.3. Find health
 - 2.1.4.1.4. Collect Money from fallen wolves
- 2.1.5. The **Flow** the player will experience is every wave will begin with a brief 3 second countdown that will appear on screen. If it is the first round of the run the player will start with nothing unless they have purchased permanent items that stay with the player in between runs. During the 3 seconds the player is completely safe to run around the map to search for the bow if they do not have

one, or any other supplies they can use like ammunition. After the 3 seconds the wolves will begin to spawn in and hunt the player. The player must either kill all the wolves to make it to the next wave or die and go to the market place to buy upgrades and start the process over again but more powerful than the last time they started.

2.2. Mechanics

2.3.