1. Game Overview
   1.1. Game concept
   The concept of the game is creating a small game focusing on the level planning. Level planning consists of the level design, the game mechanics, the setting (look and feel), the goals and the objectives.

   Note: This game is part of the Advance Mission Design module of MA Games Design course in Teesside University.
   1.2. Genre/ Theme
   A survival/ horror RPG game targeting for windows pc.
   1.3. Setting/ Location
   Modern present day at the Cedar Point amusement park located on Lake Erie peninsula in Sandusky, Ohio.
   1.4. Context Story/ Background story
   The player and his family (wife and child) visited the amusement park for recreation. While the player parks the caravan and sorts of things out his wife and child are roaming around exploring and enjoying the rides. As dusk falls, screaming and the sound of caravans leaving, alerted him. He saw people running and fleeing the park and worried he left his caravan to go and search for his family.
   1.5. Target Audience
   The target audience (in production scenario) would be players over 16. In this case, target audience are the module instructors.
   1.6. Game flow summary
   The game is a big amusement park where the player navigates his way through it. It is split into 7 smaller areas where the player has to take actions against zombies, find guns and ammo or collect objectives. The areas are a high striker game, a carousel, a Ferris Wheel, a circus tent, a shooting game, a maze and the area bore the castle.
   1.7. Objectives – What are the objectives of the game?
   The player's objectives are (to solve the following puzzles):
       - Ring the high striker.
       - Collect the key from the dead body in carousel.
       - Clear the Ferris Wheel from zombies
       - Find the rest of the keys.
       - Find the clue for the pin code.
       - Find the pin code to access the castle.
   1.8. What does success look like?
   For the player to win, he must kill all the zombies in his way and find the code and use it to lower the gate of the castle.
2. What is the basic look and feel of the game?
   2.1. Emotion
   Player is confused witnessing the chaos surrounding him. He is worried for his family's wellbeing and scared because of zombies appearing. Player will feel threatened and the urgency to fight back.
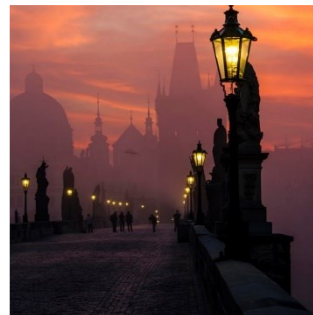   2.2. Visual
   Player will experience zombies appearing, as he reaches the holiday park to find his family. Player will come across clues that will lead him to his family.
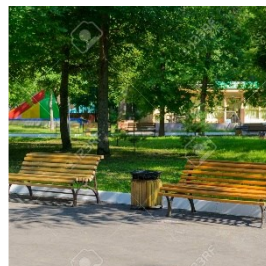
2.3. General Look and Feel

To create an emerging and frightening experience, the game will focus on the lighting by creating a dusk feel, with fog across the level.
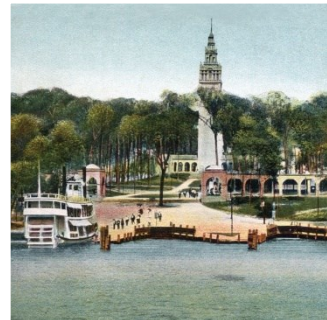
2.3.1. Lighting Inspirations

2.3.2. Concept/ Props Inspirations

2.3.3. Environment Inspirations

2.3.4. Architecture Inspirations

3. Game Mechanics
    3.1. Control Systems
        3.1.1. Main Menu
            In the main menu, the player chooses which level mission to play ("Go to castle" mission), and he also has the choice of terminating the game.
        3.1.2. Within Game Levels
            The player uses the WASD to move around and the XY mouse axis to rotate his head/camera. Using the mouse buttons, the player can shoot and reload. The keyboards enables the player to interact with the world.
        3.1.3. Physics
            3.1.3.1. Object Interaction
            The player can interact with Objects like guns, ammo, explosives as well as interacting with world elements such as doors, levers, phones.
            3.1.3.2. Collisions
            The player and the zombies have simple capsule colliders to detect damages by gun or fall.
        3.1.4. AI Systems
            The zombies are roaming around, and they are triggered by the sound. The zombies are following the player until they die or until the player disappears and the zombies lose interest.
4. Audio, music, and sound effects
    There is an ambient sound throughout the game and many sound effects for gunshot, zombie growling, player footsteps, explosions, amusement park sounds as well as sounds for powerups.
5. Technical
    5.1. Hardware
        The game will be delivered for a windows pc platform.
    5.2. Development, including Game Engine.
        Unreal engine and visual scripting are used for the development of this game mission.
6. Languages and Localization
    6.1. Requirements
        No specific requirement
    6.2. Languages
        The game will be developed in English.
7. Testing and Delivery
    7.1. Internal Testing
        there will be a big internal focus within the development team on testing systems.