**Game character design plan**

Genre

The genre of the game is a survival horror game that involves the high horror element and mixing it with the basis of the survival genre.

Type

The type of game that I’m making is a top down shooter survival game.

Design

The design is a top down shooter game, that depending on the engine and the creation of will possibly have 2D graphics or 3D graphics.

Research

I’m basing my game out of quiet a few known games such as darkwood, the fallout series and dying light. From all of those big names I’m taking partial ideas that they create and I’m incorporating them into my project to hopefully make a somewhat unique idea. From dying light and fall out I’m taking the post-apocalyptic aspects they create such as the clothing, enemies and building and I plan to warp them in to my unique style. I also plan to take the mutant enemies as my own to create a new idea and I will also make my own post-apocalyptic clothing to the era I’m creating.



Story/Plot

The plot/story of my game is about a lone survivor who is isolated by fences and is stored into a house and his main objective is to survive an onslaught of ravaging mutants and find a cure. The world is set into a post-apocalyptic era where a highly radioactive explosion plagued all of Texas and the rest of America. It took a few years but the fallout finally calmed down but unfortunately 80 percent of Americans are dead or has been gruesomely mutated into mindless mutants. The main protagonist is a 25 year old male name Logan Birwitch who travelled and settled into Texas for an engineering gig because he had a couple of years in the engineering course and passed it at the age of 21, he had a few jobs in a city named Bradford which is located in the UK and got a job proposal from his friends farther who has shops worldwide. Now in his house in the fields of Texas he is struggling to survive and try find any other survivors to build up and make a cure.