

# Bitey Bois

## Game Design Document

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## Executive Overview

**Genre & Perspective:** First-Person, Single-Player Zombie Survival

**Game Modes:** Story, Wave Survival, Mini Quests

**Target Audience:** Horror and zombie-survival enthusiasts

**Concept:**

Fight through hordes of undead across multiple modes. Customize your loadout, earn upgrades, and face unique boss zombies in tense, high-stakes combat.

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## 1. Game Modes

### 1.1 Story Mode

- Narrative-driven campaign with diverse environments drawn from Wave Survival maps.
- Progress through chapters unlocking characters, lore, and weapons.

### 1.2 Wave Survival

- **Difficulties:** Easy / Intermediate / Expert
- **Levels per Difficulty:** 20 (each with 10 waves)
- **Wave Structure:**
  - Waves 1–4: Increasing zombie spawns
  - Wave 5: Mini-boss encounter → 30s ammo reload
  - Waves 6–9: Intensifying waves
  - Wave 10: Main boss fight → Gun upgrade reward
- **Scoring & Currency:** Points per kill (headshots, efficiency). Spend during 30s intermission to purchase:
  - Weapon upgrades
  - New firearms
  - Ordinances
- **Prestige System:** Unlock Pack-A-Punch at Level 5 for significant weapon boosts
- **Map Selection:** 10 arenas (story mode locales with restricted pathways)

- **Completion Rewards:** HP boost and new weapons for story mode
- **Expert Mastery:** Completing all 20 Expert levels unlocks a super-powerful limited-ammo firearm for Story Mode

### 1.3 Mini Quests

- **Duration:** 10–30 minutes
- **Objective-Based Tasks:** e.g., defend a location, escort NPC, collect items
- **Endless Zombie Pressure:** No breaks, constant onslaught
- **Scoring Metrics:** Time, side objectives, kill count → 1–5 star rating
- **5-Star Reward:** Exclusive gun upgrades

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## 2. Special Zombie Types (Mini-Bosses)

Type	Traits & Mechanics
Puke Boi	Ranged vomit attack → poison DOT; corpse leaves toxic pool that spawns more puke bois
Brute Boi	Heavy hitter; enrages at 25% HP (speed + aggression); death slows nearby zombies
Burny Boi	On fire → faster, self-damage animation; melee sets player ablaze
BOOM Boi	Explodes on damage or proximity (1.25s fuse)
Hunty Boi	Semi-intelligent; chases targets aggressively and dodges
Throwy Boi	Throws limbs sequentially; head latch deals DOT until removed by two knife strikes
Nuclear Boi	Radioactive; immune to bullets until frozen by LN grenade ×3; radiation DOT area
Boney Boi	Extreme mobility; high jumps, wall climbs
Screamy Boi	Emits stun scream; spawns zombies when none present
Crazy Boi	Wields melee weapons; stuns player; fast & small

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## 3. Core Systems

### 3.1 Progression & Economy

- **Points & Currency:** Earned per kill; spent between waves/levels
- **Weapon Prestige:** Unlock pack-a-punch enhancements after specific milestones
- **Upgrades:** Magazine capacity, FMJ rounds, optics, barrels, stocks
- **Unlock Tree:** Guns → ordinance → cosmetics

### 3.2 Character Customization

- **Profiles:** Up to 3 save slots
- **Appearance:** Gender, clothing, accessories
- **Stat Balancing:** Cosmetic only—keeps gameplay fair

### 3.3 Weapons & Ordinances

- **Firearms (6 + Special):** Sniper, Marksman, Assault, Handgun, Shotgun, Crossbow, Special melee "Bane of Bitey Bois"
- **Ordinances (4):** Frag, LN, Napalm, Noisy Boi stun lure
- **Upgrade Paths:** Each weapon: magazine, damage, optics, barrel, stock

### 3.4 Hazards & Environment

- **Maps:** Suburbia, skyscrapers, farms, urban shops
  - **Interactive Elements:** Vehicles, barricades, traps
  - **Dynamic Hazards:** Exploding cars, collapsing structures (late waves)
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## 4. Development Plan

**Engine & Tools:** Unity + Blender assets

### **Milestones:**

1. Prototype player movement & basic zombie AI (2 weeks)
2. Implement Wave Survival core loop + scoring (2 weeks)
3. Add Special Zombie behaviors + mini-bosses (2 weeks)
4. Develop Story Mode framework (2 weeks)
5. Integrate Customization & UI (2 weeks)
6. First Alpha Playtest → debug + balance (2 weeks)
7. Beta Release → community testing (2 weeks)
8. Polish & optimization → console port prep

**Testing Cycle:** Bi-weekly internal builds, 2-week public beta phases

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## **5. Future Directions**

- Console port (PS/Xbox)
- Online co-op Wave Survival
- Seasonal mini-events and leaderboard challenges