

THE LAST STAND: UNION CITY

CHARACTER

Design

Players will create the character appearance they want with the following options.

- Name
- Hair
- Skin
- Face
- Facial Hair

Background Occupation

In the Regular game mode, players will choose a single Background Occupation and that will end their character creation. These backgrounds will determine a set of Attributes and Skills.

Examples:

Security Guard - Pistols, Blunt Weapons, Security

Petty Crook - Blunt Weapons, Security, Searching

Chef - Blades, Fitness, Survival

Brawler - Blunt Weapons, Fitness, Blades

Statistics

Health - Based on Endurance.

Stamina - Based on Endurance. Reduced by actions like melee and jumping. Maximum Stamina reduces over time in the Survival game mode, it can be restored through sleep.

Hunger - Affects all attributes. Reduces base stats.

Thirst - Affects all attributes.

Attributes

Strength - Determines melee damage, how much a character can carry.

Endurance - Determines health and how much food and water you need to survive.

Intellect - Determines how quickly you learn skills, ability to breach security.

Precision - Determines base accuracy for firearms, helps with finding items.

Attributes start with 10 points in each. Maximum level is 20. Player is given 5 points to distribute at the start of the game.

Each level 1 point is given to add to these core attributes with the Level Cap being 20.

Non-Adjustable Attributes

Carry weight - Number in lbs that the player can carry. Affected by Strength.

Attribute Bonuses

For each attribute the base level is 5. For each point above or below the base level, the player incurs a bonus or penalty of 1 point. For example - Player with Strength of 7 has a +2 to all Strength skills.

Skills

Each skill falls into one of the core attributes. Points put into the attributes will affect how good a character is at a given task.

Strength Skills

Blunt Weapons - Clubs

Blades - Knives, axes and chainsaws

Precision Skills

Pistols - Covers automatics and revolvers

Long guns - Shotguns, Bolt Action Rifles

Automatics - SMG's and Assault Rifles

Special Weapons - RPG's etc

Traps - Ability setting traps

Intellect Skills

Explosives - Grenades, Molotovs etc

Security - Locks, keypads, computer systems

Searching - Additional items can be found

Speech - Helps in conversation.

First Aid - Healing ability

Endurance Skills

Fitness- Climbing, moving around. High skill reduces energy use.

Survival - Reduces the amounts of water and food used.

GAME FLOW

World

Union City is a large place. A huge amount of buildings can be explored and traversed across the city. Each area is broken up into a series of rooms accompanied by a minimap.

Action

The core of the game is as a side-scrolling shooter. Enemies will populate rooms as well as spawning while the player is in the room.

Surviving

Players will be able to search containers within each room for items including Weapons and

Ammunition. In the Survivor game mode, they will need to search for Food and Water as well.

Sleep

In the Survival game mode, only sleep will restore the permanent Stamina of the character. Sleep will also trigger any level gains.

Conversation

Meeting other survivors will give the player opportunities to learn more about their current situation as well as the overall situation through conversation trees. Currently exploring possibility of voice acting a number of roles.

LEVELLING

Skills

Starting at level 1, the player's character will start with specialty in 4 skills. Each of these will be boosted to a base level of 20, the remaining skills will be set at 5. The boosts provided by Attributes will also be visible at this stage.

Skills will cap out at XXX.

Experience

XP will be earned through carrying out all actions:

- Firing weapons
- Movement
- Climbing
- Security
- Searching

Levels will be spaced on incremented amounts of XP.

Skill Points

Each level, the player will be given 1 Skill Points to allocate. Applying these points to any skill will increase it by 1.

During play, the game will keep track of the skills the player is using the most. The top 3 skills will be given a bonus set of points when it comes time to allocate Skill Points.

Selecting a skill with a bonus will allocate 2 points instead of 1 for the first Skill Point added to it. Any additional points applied after the bonus will only be worth 1.

Levels

XP required for each Level is determined by the following formula:

LevelXP = int((8*Character Level*BaseXP)/100)*100
BaseXP = (charlvl*5) + 45

BaseXP is the base amount of XP given for for killing an enemy at your current level. Enemies above your level will provide a bonus to this base. Actions that occur often will have a severe reduction that is assigned by a percentage of BaseXP - e.g - Reloading would give 5% of BaseXP.

ITEMS

Item Attributes

Each item will have a weight and description. Junk items will have a "location" referring to the type of room they will be found in.

Ref - Reference

Name - Item Name

Description - Brief Description

Effect - Description of Effect

Type - Food, Medical, Tool, Junk, Clothing

Weight - Average weight in lbs, to the half pound

Bonus - What benefit it has to the Type (Hunger / Health)

Clothing Location - Head, Torso, Legs

WEAPONS

Weapon Attributes

Ref - Reference

Name - Item Name

Description - Brief Description

Type - Melee / Firearm

Weight - Average weight in lbs, to the half pound

Damage - Base damage

Material - Melee only, for sound effect

MaxAmmo - Maximum ammunition

RoundSpeed - Speed of round movement

Accuracy - Base accuracy

WeaponType - Rifle / SMG / Pistol etc
Shell - Type of shell to eject
Effect - Hit effect

Weapon Modification Attributes

Custom Stock - Increases accuracy
Extended Magazine - Increases MaxAmmo
Lightened - Reduces Weight

Weapon Attachments

Suppressor - Reduced noise (lowers alert of enemies)
x1.5 Scope - Increased Accuracy
x4 Scope - Increased Accuracy

Condition Attributes

New - Increases Damage significantly
Good - Increases Damage
Used - Slight Decrease
Wonky - Decreases Damage

BOOKS

Books and magazines can help to increase the skills of your character when picked up and used. They work in the same way as food and medical items, but add a permanent increase to your character's skills.

Magazines

These magazines give a +5 to their respective skills permanently.

Batter Up! - Blunt Weapons
Master of the Martial - Blades
Handgun Owner - Pistols
Whistler's Grove Hunters Companion - Long guns
Defcon Force - Automatics
Future Weaponry Magazine - Special Weapons
Hunter and Trapper - Traps
Pyrotechnics Annual - Explosives
Locksmith's Monthly - Security
Where's Wilmo - Searching
Speak Up Magazine - Speech
Be Prepared - First Aid
Healthy Man - Fitness
In The Wild Magazine - Survival

CLOTHING

Clothing will be asexual and will have a version for each gender based on body size etc.
When found, it will be added to three different slots:

- Head
- Torso
- Legs