

Day Zero | Game Design Document

Control the scale. Instead of making a big, time-based story, I want to enrich the player's choices within a small period of time.

Overall Principle

The game could be generally described as follows:

It is about surviving and protecting those we love in a dangerous crisis;

It is a traditional RPG game, where the player controls the character to navigate around the maps and interact with NPCs and items;

It has, however, a non-traditional RPG gameflow, since the game progression is mainly based on how players spend their time, instead of combat power and resources.

Resources

Generally speaking, the player has the following 3 types of resources throughout the game:

Time One-directional and the total amount is fixed. Doing anything in the game will cause a certain amount of time

Attributes Such as money, HP, SAN, etc. Making different moves in the game will cause certain attributes to increase and/or decrease.

Items Can be obtained through exploring and story progression. Using items can alter attribute values and how the game proceeds.



Game Structure

Like we mentioned earlier, the game is heavily depended on the concept of "time". The player has **2 days** in maximum.

Day -1: In the beginning of this day you learn about the outbreak of the crisis and have the entire day to make necessary preparations. There will be absolutely no Zombies appearing on this day. Other dangers might happen, though.

Day 0: Zombies will appear on this day (hence Day 0). You could still collect resources and make useful moves on this day and protect your partners. Survive through this day should be the main target of the game.

Game Endings

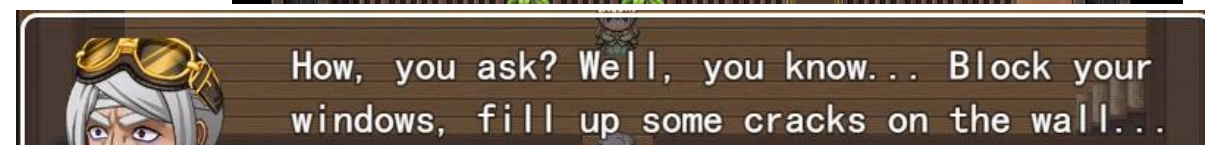
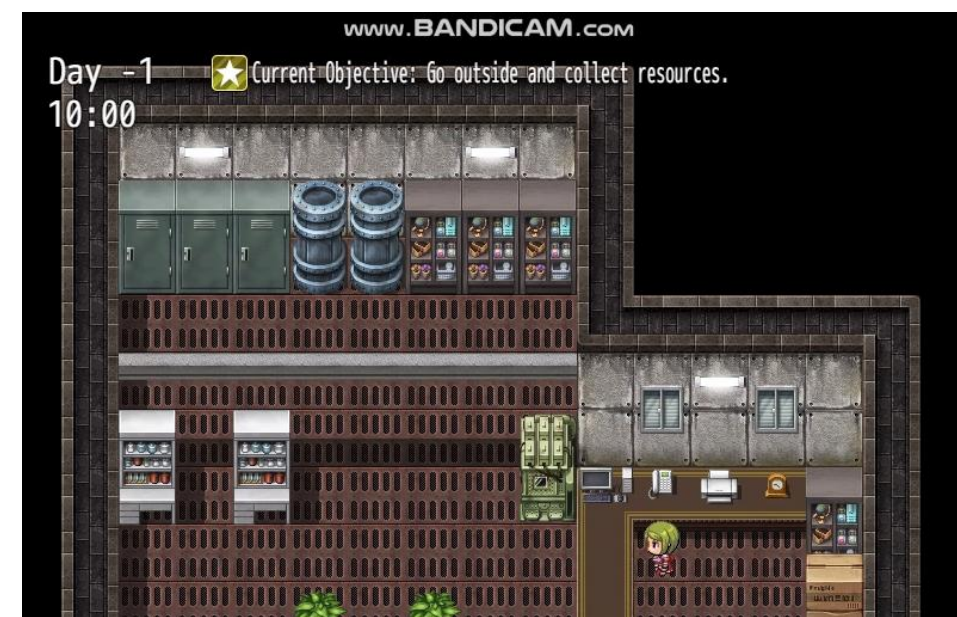
Like most multi-ending RPG games, there is no absolute "Victory" or "Failure" in DayZero. However one could consider some endings GE and the others BE.

Generally speaking, GEs come from the following situations:

- Make it through Day -1 and Day 0, and key attributes (such as HP and SAN) are higher than certain values, and/or in possession of certain key items.
- Meet certain conditions before the end of Day 0, such as acquiring certain key item or trigger unique story branches.

BEs, on the other hand, come from these situations:

- Wrong choice on **REALLY IMPORTANT** decisions.
- Some attributes fall below 0 before the end of Day 0.
- Time runs out, but the player doesn't have certain items or haven't triggered unique story branches.



Story Flowchart

This is a preliminary outline framework that covers the overall structure of the game (Level 1).

Building upon this foundation, you'll need to expand into detailed sub-outlines (Level 2), including the connections between options, the conditions for choices, and the impact of numerical values/items, among other factors.

The final game product will incorporate formal dialogue, art assets, and more (Level 3), based on a complete Level 2 structure. This approach allows for a structured and organized development process, ensuring that all elements of the game come together effectively.

Day -1: Morning	6AM
Day -1: Morning	7AM
Day -1: Morning	8AM
Day -1: Morning	9AM
Day -1: Morning	10AM
Day -1: Morning	11AM
Day -1: Afternoon	12AM
Day -1: Afternoon	1PM
Day -1: Afternoon	2PM
Day -1: Afternoon	3PM
Day -1: Afternoon	4PM
Day -1: Afternoon	5PM
Day -1: Night	6PM
Day -1: Night	7PM
Day -1: Night	8PM
Day -1: Night	9PM
Day -1: Night	10PM
Day -1: Night	11PM
Day -1: Dawn	12PM
Day -1: Dawn	1AM
Day -1: Dawn	2AM
Day -1: Dawn	3AM
Day -1: Dawn	4AM
Day -1: Dawn	5AM

Morning News Report:The game starts with a news report about a pathogen leak in a nearby military base, leading to infections and a government-imposed quarantine.

Resource Assessment:The player evaluates the resources available at home and meets family members. They decide on the composition of the first farming expedition.

First Farming:The player sets out on their first farming expedition.

Resource Allocation:The player allocates resources gathered during farming.

Meeting Neighbors:A survivalist neighbor appears, stressing the importance of fortifying the house and offering trade options.

Dad's Call:The player receives a call from their father, who informs them about supplies stored in another location.

Second Farming:The player embarks on a second farming expedition, which may involve conflicts with other survivors.

Supply Retrieval:The player retrieves supplies successfully or faces difficulties, then returns home.

Choice Time:The player can choose to farm again, reinforce defenses, or rest.

Midnight Event:A random event occurs based on previous choices, followed by mandatory rest.

Breaking News:The game introduces a new threat as the military checkpoint is breached by a horde of zombies.

END OF DAY-1

BEGINNING OF DAY 0

Day 0: Morning	6AM
Day 0: Morning	7AM
Day 0: Morning	8AM
Day 0: Morning	9AM
Day 0: Morning	10AM
Day 0: Morning	11AM
Day 0: Afternoon	12AM
Day 0: Afternoon	1PM
Day 0: Afternoon	2PM
Day 0: Afternoon	3PM
Day 0: Afternoon	4PM
Day 0: Afternoon	5PM
Day 0: Night	6PM
Day 0: Night	7PM
Day 0: Night	8PM
Day 0: Night	9PM
Day 0: Night	10PM
Day 0: Night	11PM
Day 0: Dawn	12PM
Day 0: Dawn	1AM
Day 0: Dawn	2AM
Day 0: Dawn	3AM
Day 0: Dawn	4AM
Day 0: Dawn	5AM

Neighbor's Revelation: The neighbor introduces new information that holding a GreenPass allows access to a government-established safe zone in the south. They propose a cooperative action.

Zombie Scouting: Sporadic zombies appear and inspect the fortification of your house.

Final Farming Opportunity: The player is given one last chance to go farming, which is mandatory.

Elite Zombie Battle: At the end of the farming session, the player faces a battle with an elite zombie.

Final Resource Allocation and Reinforcement: The player gets one last chance to allocate resources and reinforce the house.

Government Troops Passing By: The government troops pass through. There's an opportunity to obtain a GreenPass: bribing a government military officer

The government troops provide some supplies.

Fleeing Survivors: Some fleeing survivors pass by, offering another opportunity to obtain a GreenPass: stealing or trading for it

Choice: The player must decide whether to leave home and head to the checkpoint or stay at home.

Home or On the Road Zombie Battle: The player may face a final battle with zombies either at home or while traveling. This involves a challenging numeric check.

Final Opportunity for GreenPass (At Home): There are two ways to obtain a GreenPass:

Option 1: Kill the neighbor and take their GreenPass.

Option 2: The neighbor is killed by zombies, and you obtain their GreenPass.

Check for GreenPass: The game checks if the player has a GreenPass.

This extended outline provides more depth and complexity to the game, with new opportunities for obtaining a GreenPass and additional challenges such as elite zombies and interactions with government troops and fleeing survivors.