



FROZEN BUNKER

GAME DESIGN DOCUMENT

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PITCH

A **survival game** where the mystery of **Firewatch** meets the coldness of **Kona**.



SYNOPSIS

Player embodies a **survivor of a big snowstorm** who needs to find a way to escape by **searching a bunker and opening the entrance**. He will have to survive in a hostile environment, **face the cold**, and **fight** against wild animals.

PILLARS

EXPLORE

Player needs to find **the entrance** of the bunker by following a signal and **explore the map** to get code parts and resources.



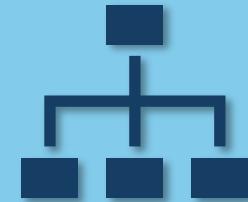
FIGHT

Player needs to **fight against the wolves**, to not let them kill him and **make the way safer**.



MANAGE

Player needs to **manage the resources found** to craft wood camp, eat and drink at the right time.



OBJECTIVES

- Player spawns at a **random point on the map**, in front of his **tent**.
- First objective is to **find the bunker entrance**.
- Second objective is **to find each part** of the bunker entrance **code**.

STATISTICS

- While **achieving objectives**, player has to **take care of each statistic** in the game :

HEALTH POINTS

5 health points, when player takes a wolf hit 1 **health point is removed**, when player has 0 health point, **game is over**. The only way to **recover health points** is to **sleep** during the night



HUNGER



Hunger is **symbolized by a bar**, this **bar decreases** with time, when the bar value reaches **0 game is over**. The only way to **refill** the bar is to **eat meat** or **sleep** in the tent.

THIRST



Thirst is **symbolized by a bar**, this **bar decreases** with time, when the bar value reaches **0 game is over**. The only way to **refill** the bar is to **drink boiled water** or **sleep** in the tent.

COLD



Thirst is **symbolized by a bar**, this **bar increases** with time, when the bar is **full, the game is over**. The only way to **decrease** the bar value is to **stay close from a woodcamp**.

DAY



The day is **symbolized by a slider** that progresses **from the sun icon to the moon**, after a **certain time**, the player can **reach his tent** and **sleep**. If the slider **reaches the moon icon** and the player is **not in the tent** the **game is over**.

INVENTORY

AXE



The axe is **used to break the trees** and **to fight against the wolves**. The axe can **be used infinitely**.

BUCKET



The bucket is used to **get water**. Once the water is in the bucket, **it's not possible to throw it**.

DETECTOR



The bucket is used to **know how far the bunker is from the player's position**. It emits a **little light**, the closer the bunker is, the **higher the frequency is**.

To help him, the player **has a map** to know **his position**, **the bunker entrance** location (when it is discovered), and **areas to search for code parts**. The map is **not directly stacked in inventory** and can be **opened anytime** during the game.

RESOURCES

WOLVES

Wolves can be **killed** by the player **with the axe**, when a **wolf is killed**, a **piece of meat is dropped**.

**MEAT**

A **meat takes a slot** in the inventory and can be **grilled on a fire camp**.

**TREES**

There are slim **leafless trees** on the map that give **1 unit of wood** when they are **hit**, a tree can give **5 units of wood**.

**WOOD**

The wood should be taken **from the tree using the axe**. The player can have **20 units of wood** on him.

**WATER SOURCES**

Water sources on the map are **designated areas** where he **can fill up his bucket**.

**FILLED BUCKET**

When the **bucket is filled**, can be put on a **fire camp** to **boil the water** in it.



RESOURCES

GRILLED MEAT

Grilled meat **fills** a part of the **hunger bar**.

**WOOD****FIRE CAMP**

With **5 units of wood** you can create a fire camp, fire camp is used to **warm up**, to **grill meat** and boil water.

**BOILED WATER**

Boiled water **fills** a part of the **thirst bar**.



REPLAYABILITY

- The game can be **replayed many** times by **trying to escape as quickly as possible**.
- The **starting player position**, the **bunker entrance location**, the **code**, and **each part of it** are **random at each game**.

INTENTIONS & GOALS

- Create a simple game from the **beginning to the end**.
- Choose **simple features** that are quickly understandable.
- No **focus on the art aspect** but put the visuals just enough to **create the atmosphere** I wanted.
- Be able to release a project by **respecting a deadline** (the project needed to be uploaded at the end of January 2026).