Storyline for game: “For Buddy!”

The game starts with you witnessing your dog get killed by the zombies. This motivates your character to kill every last zombie.

Game Ends if the zobies reach 80% of the population, as the US government will nuke the city.

First Day: 10% of population turns into Zombies

0-30%: 5% of remaining population become zombies

30-60%: 10% turn

60%-100%: 20% per day

Day 1: Some fairly simple zombies mechanics. Walkers, not that many. Get your dog so you start talking to neighbors about forming a coalition. Depending on how you interact and talk to your neighbors, you may enlist their help or they may run away.

5 neighbors:

Neighbor 1: Family that is very hard to convince. Their main goal is the safety of their children so you have to appeal to that, and if you mention your dog they will instantly shut the door on you.

Neighbor 2: Redneck that needs to be convinced that it will be fun and that the zombies killed your dog. If you talk about safety he will just board up his house the rest of the game

Neighbor 3: Your best friend who will join you no matter what.

Neighbor 4: Scientist who will be crucial to learning how best to defeat the zombies. He is not very good in a fight but he can advise what would be best to build/craft. You need to pamper him and tell him how your efforts will fail without his genius

Neighbor 5: Ex-military that will join you if you mention how you’re going to save the city.

Zombie Types: Goes by days so that people who are doing well aren’t going to have it easy

Evil Scientist is making the zombies better over time.

First Day: walkers

Second Day: runners – same model as walkers but you know, running

Third Day: Special1 (need ideas, don’t want to just copy other games)

Fourth Day: more Special1

Fifth Day: Special 2

Sixth Day: almost no walkers

Seventh Day: Special3

Eighth Day: Special4

Ninth Day: Special 5

Tenth Day – Rest of game: Only Specials