

Apoco-laps

Game Concept Document

IM110-D

By Mark Hanson

- **High Concept**

Side scroller

Platforming shooter

Apocalyptic non-gore game about shooting zombies and saving humans

- **Summary**

A very simple minimalistic 2d shooter where the player has to survive as long as they can while endlessly running into enemies and collecting points to add to their high score. The objective is to make an endless runner but in a 2d style while maintaining making it fun all at the same time. The experience can be really fun and can improve a player's reaction time. My vision of the game seems very impossible to achieve right now but I feel like with the time that has been given to me to make this game I can make the impossible seem possible after a couple of days of getting it closer to completion.

- **Game Mechanics**

The game's mechanics I'm envisioning for the game is to make it very fast paced with jumping, running, and maybe other types of maneuvers. The combat mechanics are going to be worked on a little bit but not as much as the movement of the game. I'm thinking so far all I really want right now is for the character to shoot but I'm also thinking of other weapons that can be used as well. The game is guaranteed to have different types of weapons but the main weapon will just be the common pistol she carries around with her. The pistols will be your starter gun and will only come with a little bit of ammo but you get ammo as you go on in the game from surviving and jumping up to certain platforms that should have ammo waiting on top for you. Then you're going to be able to get other weapons the same way you find ammo but it will be randomized which one you get up to the highest platform. For the most part the weapon will be usable until you run out of ammo again and have to go back to using the pistol. For getting more ammo for the newer weapons you get along your adventure there is no ammo so you're supposed to run out at a certain point in time. Your win and

lose condition will be simple in a way. If you run out of bullets for the gun you're finished but you can still try to run away from them until you find ammo for the gun which will give you another chance at "winning". For your "win" condition on the other hand truthfully there is no winning in this game only surviving but I would say truly winning in this game would be beating your own high score.

- **Characters**



The only character you will be familiar with in this game would be Olivia, the main protagonist of this game. She is the survivor that you use to fight the zombies with and help other people. Her only ability would be to have knowledge of using every weapon that is given or found. She is really good with a pistol since that is her starter weapon that she has mastered completely. Some of her strengths is that she can run forever without losing stamina because in her mind any time wasted laying around is a life that could have been saved. One of her weaknesses though is that she usually goes to places unprepared and it shows when she goes out on every adventure with only 12 shots in her pistol.



The only enemy character I have planned in the game so far is the zombies. They hold a very nice part in the theme of the apocalypse vibe by being a trouble to Olivia. The zombies really don't have much lore to them besides them just being people who have been eaten by other zombies but I can give a little bit of insight into how the first zombie was created. The first zombie started off like the rest of the zombies, just a regular person. The difference between an actual regular person though is the fact that the first zombie was someone who got paid to be experimented on. The first zombie really only wanted for their family to be well fed and they did that by any means necessary until they found that job. After a couple of months of getting paid the first zombie decided to move into the city with their family

since they could afford it now. Later on that same day they moved into the city and the first zombie's last experiment was done. This experiment lasted for 2 months before it was complete and what came out of it was the birth of the first zombie. The strengths of this character is the ability to survive more than one bullet since they are already dead. One of the weaknesses of the zombie is that they have no reach so they won't be able to reach you until you are in close proximity to them.

- **Environment**

For the environment of the game I haven't had it fleshed out completely but I do have an idea of what I'm going for to fit the theme of the game. I was thinking about having three themed level map layouts. The first map or level being the abandoned city. To describe what this place looks like since I don't have any visuals for this place right now I would say it is very cracked, broken down, and barren in this level. It is the default map that comes with zombies and weapons that are just laying around ready to be picked up. For more about the zombies you will find there I only have one type for this place so far but will definitely add more if I need to make it more difficult but fun. For the next level in this game I was thinking of implementing this when I got the entire first level finished. The theme of this level will be totally different since it will just be a dream of what the main character Olivia is having and not a real place. It is basically a map where everything is bright and happy with lots of pinks in the skies and on the ground. The zombies will be changed to like candy people and the clouds will look like cotton candy. I also want the guns in this map to match the theme and have a happy rainbow effect with bright pinks. The lore of this map is that the character Olivia right before the apocalypse was just a regular 16 year old girl still living in her childhood. Every once in a while she dreams about how it would be if she could get to be carefree and happy again. Finally, the last map is a map I have the least planned out. I want to be able to do each map in order so for this map it would be started on right about the second map is done. This map would just be a map where I have fun with the mechanics of the game and make a neon Tron-like level. Where all the gun mechanics are the same but the effects they have are way different and I also want to apply a trail effect to Olivia's

running animation to make it feel more like tron. I'm also going to change the zombies to still zombies but with a Tron-like suit on with red lights. I also want to add my own twist to the Tron-like feel with making the background a cool effect known as vapor wave as shown on the bottom.



- **Citations**

<https://www.wallpaperflare.com/vaporwave-art-music-cg-wallpaper-qxxmm>

, Used for reference to how I want one of my levels to look