# Zombie Onslaught

## High Concept:

You are holed up in a house with dwindling supplies… And the undead are coming. Can you hold out until dawn?

## Summary:

The player stands fixed in a house as zombies approach from different directions. The player is able to switch their focus – aiming at the door, or windows. The player fires a gun automatically as the zombie attempts to enter. The aim of the game is to make sure you are focusing on the right area at the right time.

## Genre/comparisons:

You can’t mention a zombie themed game without referencing Resident Evil. The key comparison here would be to a section in Resident Evil 4 in which you have to defend a house from a seemingly never-ending stream of zombies. The house has certain weak points – windows/doors that you have to cover but you can’t spend too long on any specific point without risking zombies sneaking up behind you.

A picture containing text, person

Description automatically generated

Resident Evil 4

This game would simplify the gameplay, essentially becoming a more complex version of the Nintendo Game & Watch title Vermin. The player would have limited control and the emphasis would instead be on anticipating the timing of each zombie’s arrival and switching the area of focus to defeat it. This is similar to how in Vermin the player can see each mole approach and has to plan their movements and timing accordingly.



Vermin

Another comparison would be Vampire Survivors, in which the player has to continuously battle an endless stream of enemies. The enemies gradually get stronger but so does your arsenal.

Map

Description automatically generated

Vampire Survivors

## Unique Selling Points (USPs)/features:

It takes a concept that’s simple enough to be represented on a simple LCD screen and gives it a modern update.

## Description of Game:

The player stands in place and rotates to aim at different areas as zombies approach. So long as the player is facing the correct direction at the correct time, the gun fires automatically and the zombie is defeated. As the game progresses the zombies come quicker and the player has to rapidly switch views. Timing is everything.

Occasionally the player will be able to obtain bonuses that allow greater tactical flexibility. This could include the ability to temporarily barricade a window or door, or an advance weapon that can temporarily clear a path of zombies.

The game ends once a player has managed to survive a set period of time, though this should not be easy to achieve and should instead be something that players have to practice in order to complete.