Untitled Zombie

Blaster

U.Z.B

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Mechanics:

|  |  |
| --- | --- |
| Key Binding | Action |
| Movement | |
| A | Move Left |
| D | Move Right |
| W | Jump |
| Guns | |
| Mouse | Aim |
| Left Click | Fire |
| 1 | Switch To Gun 1 |
| 2 | Switch To Gun 2 |
| R | Reload |
| E | Grapple Hook |

Gameplay Objectives

The objective of the game is to survive as long as possible while moving throughout the map. Evade the oncoming horde using the vast selection of weapons at your disposal, as well as upgrading them and building up your points to achieve a new high score while dealing with the increasing difficulty of your enemies.

Story:

In the 1980’s after a long day of chewing gum and kicking zombie ass Guy McCool, the smooth stereotypical 80’s PI action hero arrives at an abandoned disco filled with bright lights loud music and most importantly guns, guns and more guns scattered throughout the complex. With escape impossible as the hoard try to crawl in through any nook and cranny, Guy will be forced to take as many zombies as he can with him to the grave. With nothing else to live for, it is full guns blazing for our protagonist in his final showdown.

Character:

Guy McCool is your standard badass who was once a private investigator before the zombie outbreak. Suited in black with his shades, he is no-nonsense in looks and personality. A self-proclaimed master of guns, any firearm that he can get a hold of he uses like a professional with ease, this comes in handy considering the obscure and insane nature of some of the weapons at his disposal. Guy McCool is an all-around zombie slaying renegade.

Opponents:

The zombies, as seen in a multitude of games, movies and shows of the time, Resemble the dead humans they once were, with their iconic rotting flesh and desire for brains there is only one way to deal with these creatures – lots of bullets

**Drones:**

* Green and brown colour skin
* Melee attacks
* Fast
* Large number
* Each kill worth 50 point

**Weaponry:**

Scattered around the map you will find a magnitude of guns including current military weapons, futuristic weapons, weapons from pop culture and some straight up insane unexplainable weapons. Weapons can be purchased using points in vending machines positioned around the map as well as our random weapon generator storing all the best weapons. Once you find a weapon suited to your liking it can be upgraded to become more powerful by adding attachments and varied buffs.

**Upgrade classification system**

**Class 1 upgrade:**

* Colour: White
* Upgrade Example: Increased Ammo

**Class 2 upgrade:**

* Colour: Green
* Upgrade Example: Shorter Reload Time

**Class 3 upgrade:**

* Colour: Blue
* Upgrade Example: increased damaged

**Class 4 upgrade:**

* Colour: Purple
* Upgrade Example: Dual Wield

Class 5 upgrade:

* Colour: Gold
* Upgrade Example: Elemental Bullets

Credits:

Art – Wiktoria Ziaja

Sound – Conor McNelis

Gameplay Pitch - Writing – Barry O’Sullivan

* Speaking – Conor McNelis

Design Document – Barry O’Sullivan

Seán Gothard

Movement – Alan Phillips

Wiktoria Ziaja

Aiming – Conor McNelis

Guns – Seán Gothard

Hook – Alan Plillips

Map – Wiktoria Ziaja

HUD – Seán Gothard

Enemies – Alan Phillips

Seán Gothard

Bug Fixes – Conor McNelis