Concept Document

By Yager Bombers

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**Game Concept Document Version Control**

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# High Concept

An amateur gun blazer tries to survive a computer zombie hoards to save his pussy cat.

# Game Story

After technologies innovations in exponential scales for several decades, scientists managed to fuse computer and humans together. About 90% of the population gladly agreed to undergo the surgery to fuse with computers. All of us did not foresee that even after human hosts die, computers do not stop working. Without the control of nervous system, computers now control the bodies, and their only goal is survival. This leads to apocalypse where computer zombies try to eat everything even kitties.

In response to the outbreak, World Government creates bounties that for every zombie killed, there will be some reward.

Our conservative gun blazer refuses to fuse together with a computer, but is dying to fuse with the greenbacks. Of course, he loves his cat too. Now you are at entrance of your office, and your pussy cat is trapped at the other end. Try to save your pussy cat while taking out as many zombies as possible. Beware of being bitten. Though it is not a virus, you will die from bleeding out.

# Game Play & Look

This game is a First Person Shooter Genre. So, this game features 3D Graphics from Player Point of View. The player is mainly represented by a camera with partial arms and guns. The player’s movements will be controlled by default movement keys on keyboard and the mouse. The player will have a gun with limited ammo. There will be other ammos lying on the ground. The player will collect them along the way. When the player runs out of ammo, he can only avoid the zombies while getting to his target. At the end of the level, the player can update the gun with the money collected based on the number of kills.

The details such as player rendering, styles of shooting, ammo limitation, office maze creating will be discussed later.