Concept Feedback

* Good
  + Monochrome style
  + Gore
    - Red gore stands out in desaturated world /pos
  + Limited resources
  + UI
    - Base final UI designs off of concept since people like it

Strengths

* Realism
  + Reactive enemies
    - React accurately to getting damaged on different parts of the body (stumble from legshot)
    - Gore based on the way an enemy dies
      * Chunks of brain on headshot, skull fragments, blood
      * Blood splatters on walls and background objects
  + Reactive Environment
    - Subtle jostling when pushing past objects
    - Dust effects from movement upstairs
* Horror
  + Limited resources
    - Survival horror
  + Harsh shadows and dim lighting
  + 3D audio to hear positions of enemies in other parts of the house

Possible Locations

* Basic house
* Warehouse
* Vertical apartment complex
* Mansion
* Firewatch tower
* Bus
* Grocery store
* School
* Hospital
* Subway / metro
* Catacombs
* Mall

Story

* Established with basic image cutscene upon opening game
  + Like Undertale’s opening
* Important to emphasize isolation
* Ideas
  + Hell dimension
  + Normal zombie story
  + Contained test
  + MC is crazy
  + Simulation

Gameplay

* Concerns
  + How to make it not overwhelming to manage all entry points
  + Give players something to do besides shooting (trap computer)
  + Limited control, but not too clunky
    - Not too responsive that the player feels mobile
* Possible mechanics
  + Knock down objects to create barricades that trip zombies
* Updates
  + Make all 3D window spaces a combined area, so you can see zombies approaching nearby windows
  + Predictable outcomes from shooting
    - Remove accuracy system for now (we may need to make a bullet spread system later)
  + Camera needs to not have a severe amount of movement when turning around
    - Still needs to limit vision behind the player

Particles

* Spawn gore as a bunch of distinct physics objects
  + Different chunks with different masses
    - Brain chunks, skull fragments, blood, sinew, etc

Demo Reqs

* 2 floors
* Backpack inventory
* Lighting

Zombies

* Abilities
  + Swipe
  + Grapple
    - Stopped by a shove from the player

Player

* Abilities
  + Holster/unholster
  + Aim + shoot
  + Shove
    - Single target
    - Creates space/distance from enemy
    - Fast
    - Causes a brief stun
  + Melee attack
    - Multi target (\*but cannot affect ALL enemies)
      * Should not stop a whole horde
      * Proposal: damage 2 enemies, briefly stun 3 others
    - Long endlag, high commitment

Progression

* No stat upgrades
* Weapons should be different and serve different niches
* Difficulty increases with more challenging zombies and more difficult horde composition
* Linear series of levels
  + Choose weapons before each level
* Endless mode unlocked after campaign is complete

Zombie Types

* Idea: make each type test/interact with a specific mechanic, like shoves or boards or melee attacks
* Basic zombie
  + Can swipe and grapple
* Ceiling goblin
  + Tries to get behind the player to pinch
  + Pounces at player when certain criteria is met
    - Pounce when spotted with flashlight?
  + Design
    - Upper torso guy?
* Tank guy
  + Design
    - Bunch of arms to shield from damage?
* Board breaker
  + Design
    - Big mouth that wraps teeth around the boards and bites them into splinters?
* Scout trap trigger guy
* Shield guy
  + Wide, shields enemies behind him from sight when in window view
  + Maybe combine with tank guy, arms extended in window but wrapped around him inside
* Sprinter
  + Low health
  + Goes prone when shoved, easy to finish off
  + Countered by shoves

Trap Ideas

* Should probably be implemented after zombie movement in windows is finalized
* Landmines
* Spike strips

Level Endings

* Ideas
  + Eyes in treeline
* Levels need a satisfying triumphant ending
  + Ideas
    - Story event cutscene
    - Hiding from zombies as they overwhelm the house
    - Running away from the house