

Rough ideas

- Base play style on rocket league(arena style sports game)
- Change from turnbase to real time
- Power ups are scatter through the field.
- Cartoon style char. (Ex. Plants vs zombies,subway surfer,fortnite)

Concept ideas



- For the most part the basic rules of the game will have to be reworked.
- Scoring will be something similar to soccer where the main objective will be to score the most points before time runs out.
- The original power ups from the board game will be available for use (may need to be reworked)
- Different game modes(ex. Death battle, no gravity, ecs.)
- Different arenas (may depend on the mode selected)
- Ether over the shoulder 3rd person or far back play (ex. fifa)
- Zombies appearance depends on the corporation selected.(red,blue, green,yellow)
- Keep the theme from the rule book.(see rule book)

- Scoring should cause the field to change in some shape or form.(ex. Blockers, parts of the field become holes, pillars of fire, esc.).
- Think of changing fields as well (shifting panels)