

**Game Title:** Something Something Zombies

**Description:**

Salt Lake City. The year 2020. Strange things are starting to happen around the city. People are getting sick, many stores and businesses have closed their doors as crime is rising at an alarming rate. People are becoming very hostile to each other. The police force is being overwhelmed. There are Rumors of people killing and eating other people in the streets. Its madness. Many say the End of the world is coming.

You play as a National guardsman whose unit has just been activated and ordered to report to a Military checkpoint for assignment. The player will join up with his unit but will become knocked out in an accident and remain unconscious for some time. When He awakes he will find himself in a world of utter anarchy and will have to travel across the densely populated city in an attempt to locate his family and to see if they are safe.

As the player travels through the city he will encounter many obstacles including Zombies, Looters, scared civilians, clogged roadways, radical gunmen and a mysterious military group that has a suspicious connection to all of the events that are unfolding. The player can bypass these obstacles by finding solutions, whether that be locating better weapons and equipment or sneaking around hostile enemies using logic.

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#### **Description of End User Stories**

### Launch the Game Program

The end user enters the command to start the program. The computer displays a Banner screen with the following description of the game:

In Salt Lake City in the year 2020, strange things are starting to happen. People are getting sick, stores and businesses have closed their doors as crime is rising at an alarming rate. Police are overwhelmed.

You are a National guardsman whose unit has been activated and ordered to report to a Military checkpoint for assignment. While traveling to your unit you are in an accident. When you awaken, you're in a world of utter bedlam. What has happened? Where is your unit? Where is your family? You must get to them and make sure they are safe!

The player is prompted for and enters their name. The user enters their name and the computer displays a personalized welcome message and the Main Menu. An error message is displayed if an invalid name is entered and the player is prompted to reenter a valid name or quit.

### Main Menu

The player is displayed the following:

1. How to play
2. Start the game
3. Load game

**Commented [1]:** It seems this needs to be first on the list

4. Help

5. Exit game

The end user (player) enters the selected item. The computer then displays the selected scene. If an invalid menu item is entered, the computer displays an error message and redisplay the main menu. The program terminates when Exit is selected.

### **How to Play**

The player is shown a brief explanation of the game style (The person will reach a situation and will have choose what you do.

The objective of the game is to meet your family at Temple Square and save them if necessary from any zombies or other enemies. Accomplish this by making it across the map with the right resources to defend yourself and protect your allies. You will either start with our find all the resources you need along the way but you will need to be creative and resourceful to make it. If you get bitten by a zombie, or your health gets as low as zero, you die and the game ends.

You have no money, no gun, or allies. Your destination is temple square where a refugee camp is located which will keep you and your family safe. Your quests are to First: find a gun to protect yourself. Second: find safe shelter. Third: find your family. Along the way, avoid the zombies.

### ***Rules for Zombie behavior***

1. *Zombies are already dead, so you don't really 'kill' them, but you have to stop their brains from working to dispatch them. Stabbing or shooting into the skull is how you do it. Chopping off their limbs will disable them but not kill them.*
2. *Zombies are drawn primarily to sound and somewhat to movement.*
3. *Zombies crave flesh and blood. The smell of blood will put them in a frenzy. If you get injured, use a bandage if you have it to avoid attention from zombies.*
4. *Zombies are weak as individuals but they are formidable in groups.*
5. *A bite from a zombie that breaks the skin will turn a human into a zombie within an hour (inside the game, not real time).*

### ***Rules for Other Enemies***

*Humans can either be allies or enemies worse than zombies. Be careful how you engage any other humans on your journey. Remember a bite from a zombie creates another zombie, but it takes an hour to "turn". If you befriend a human who has already been bitten, you may be in danger.*

### **Start game**

The player is prompted to start a new game or continue an existing saved game. The player selects a choice.

If continue game option is selected then the old game is read from a saved file. If no game has been saved then a message indicating that there is no saved game will be displayed. The player is then prompted to start a new game or return to the main menu. The Main Menu is redisplayed if that option was selected; otherwise, a new game is started and specified below.

If a new game was selected, the computer will: display game menu.

### **Load Game**

When selected the program will look for saved game files and prompt the user for which one they would like to load. Once a save file is selected the game loads the game menu of the save where the player left off.

### **Help!**

If typed by the player a list will appear showing the player the basic commands and maybe giving a hint.

1 - What is the goal of the game?

2 - How to move

3 - How to get Items

4 - How to shoot

5 - How to find my family

6 - Quit

The user selects one of the options and the appropriate help message is displayed.

Return to either the Main or Game menu depending on which one was previous displayed before this menu was displayed. An error message is displayed and the menu redisplayed when an invalid menu item is selected.

### **Game menu**

The computer then displays the map of the land of Salt Lake City and the game menu below if a valid value is entered.

1 - View map

2 - View equipment

3 - Select different equipment to use

4 - View Weapons

5 - Help

6- Quit

The user enters a choice and the computer switches to the selected view. When Quit is selected, display the Main Menu.

### **Save game**

Save the player, game, map, equipment/weapons, zombies killed, and family that is saved to a file and then displays a message saying that the game was saved successfully. Then display the Main Menu.

## **View Map**

Display the percentage of how far you have traveled compared to where you started and the distance to temple square. The Map shows the city and the path you must take to reach Temple Square. The map shows where the player is currently in the city.

## **Move**

*Move includes a mode, and a direction*

### *Mode*

*S- Sneak*

*R - Run*

*W- Walk*

### *Direction*

*F- Forward*

*L- Left*

*R- Right*

*R- Reverse*

*B- Back to previous Menu*

If the user enters an invalid selection, the program reports an invalid selection and re-displays the menu.



### **Use Equipment**

The Player enters the "E" key to display the different pieces of equipment that can be used if it has been acquired. (Example)

- 1- Radio (Use the Radio to locate others nearby)
- 2- Flare/ flashlight (Light up your area to make it easier to see or to get other people's attention)
- 3- Ration (gives you energy)
- 4- Knife (can be used as a weapon or for other purposes)

Once the choice is made the game will display what using that item does at this location. Example: "Lighting the flare creates light and you are able to see the rubble around you. You can now search the rubble."

### **Use Weapon**

Player enters the "W" key to display the different weapons that can be used in the current situation if it has been acquired. (Example)

- 1- Knife
- 2- Handgun
- 3- Rifle
- 4- Bazooka

Once the Player enters their choice the game will describe what will happen as a result of using that weapon. The player will either be successful or suffer a penalty or even die.

### **Sneak**

The user is presented with a situation involving enemies. He can choose to sneak.

If the player sneaks they will have the chance to bypass the enemies. If successful the game will notify the player that they successfully snuck past. If Not successful, the player will take damage and will have to use a different choice to pass the enemy.

### **Search the area**

At each location the player can try to search the area to locate items, and weapons. The player enters the "S" key to search the location. The game declares that you are searching the area. If successful, the game declares you located an item(s) which will be placed in your inventory. If not successful the game will declare you didn't find anything. Alternatively the game may say it is too dark to search the area and you need light or you see a pile of rubble but you need something to dig into it. If the player has acquired the needed item they can use them and search again. The game now says the player located the items.

Also shown is an option to pick up an item that is found as a result of the search.

### **Talk to person**

If the player finds themselves in the presence of people they can enter the "T" key to start a conversation with the person. The Game will narrate the conversation and give

the player choices of things they can say to the person. Different conversations can have different outcomes.

### **Check Pack**

The user is presented a list of items to use that are in the pack. These are listed with a value for their amounts. An option to use and drop items is also shown.

1. Radio
2. Knife
3. Bandage
4. Flashlight
5. Ration
6. Use Equipment
7. Drop item
8. Back

If the user enters an invalid selection, the program reports an invalid selection and re-displays the menu.

### **Game over**

If the player dies in the game they are displayed a Game over banner and asked if they would Like to play again

Y- Yes

N – No

### **End Game**

Arrive at Temple Square: Computer checks to see if the family is with the person. If the person has his family at Temple Square then the game is completed. The game then displays the players' epilogue. A congratulations banner appears and gives the player the following options.

1- Play again?

2- Exit

If Play again is chosen, the program returns to the main menu. If Exit is chosen the program closes.