GK BMFANY

RUN FOR YOUR LIFE.



TEAM MEMBERS:

- SYED HABIB
- PRATAP SIMKHADA
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ENGINEER, ART ASSETS DIRECTOR, TEAM LEADER

SOUND ARTIST, ASSETS ARTIST

ENVIRONMENTAL DESIGN ARTIST

CHARACTER ARTIST, LEVEL LAYOUT DESIGNER

ENGINEER, CHARACTER ARTIST, LEVEL DESIGNER

CHARACTER SKETCHING, PHOTOSHOP ARTIST

LEAD PHOTOSHOP ARTIST

GAME DESIGN

ZOMBIE CLASH IS A 2D STYLE SIDE-SCROLLER GAME.

 THE GAMER WILL SEE THE CHARACTER FROM A SIDE VIEW PERSPECTIVE, USING A SCREEN SIDE-SCROLLING TECHNIQUE.

GAME STORY

- THE STORY THEME OF THE GAME IS BASED ON THE MAIN CHARACTER: KING ROCCO, WHO WAKES UP IN A JUNGLE.
- HE DOESN'T REMEMBER ANYTHING OR HOW HE GOT THERE.
- HE FOUND A BAG BESIDE HIM. IN THAT BAG, HE FOUND A SWORD AND A NOTE MENTIONING ABOUT THE DANGERS OF THIS JUNGLE AND HOW HE CAN SAFELY ESCAPE TO AN ISLAND FROM THIS JUNGLE MAZE WHICH IS FULLY INFESTED WITH KILLER ZOMBIES.

GAME STORY BOARD

FRAME1:

MAIN CHARACTER ASLEEP ON GROUND WITH BAG OF ITEMS NEXT TO HIM.

FRAME2:

 MAIN CHARACTER IS SEEN JUST WAKING UP. THERE IS A BAG IN VIEW AND SOME ITEMS CAN BE SEEN IN THE BAG. ITEMS ARE: (MED PACK, SWORD, CROSSBOW, AND A NOTE)

FRAME3:

 MAIN CHARACTER IS SEEN READING THE NOTE. THE NOTE EXPLAINS HIS SITUATION: (HE WILL NEED TO NAVIGATE THROUGH THE JUNGLE WHICH HAS ZOMBIES, HE NEEDS TO USE HIS SWORD AND IF NEEDED USE HIS CROSSBOW. HE NEEDS TO FIND THE BOAT AT THE COAST TO ESCAPE TO THE ISLAND)

GAME HUD ICONS



TILE PALLETS







MAIN PLAYER (KING ROCCO)



ZOMBIE SPRITES

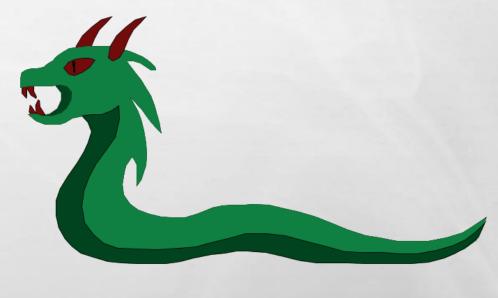
Zombika



Stoonka Zombie



DragonSnake Zombie



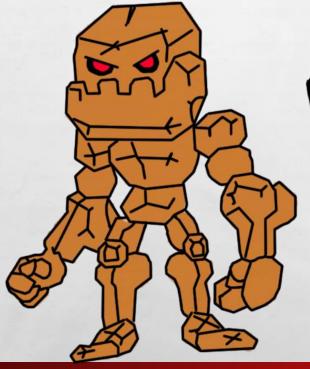
ZOMBIE SPRITES Rock Zombie

Rock Zombie

Boss Bat Zombie

Batizoo

Plantoka









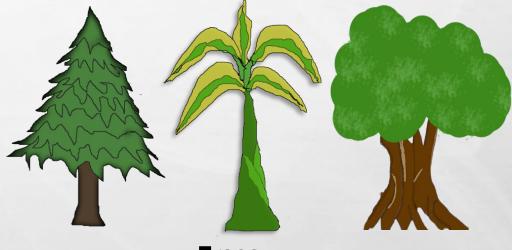
LEVEL ASSETS



Bag

spikes

Wooden box



Trees

HEALTH PACK



STORY FRAME ANIMATION



STORY FRAME ANIMATION



START GAME

GAME SCREENSHOTS



