

ZOM SURVIVAL(SANDBOX)



Reference - made with the help of ai tools and photoshop

CHAITANYA

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GAME ANALYSIS

ZOM is a survival sandbox game set in a post-apocalyptic world overrun by zombies. Where players find themselves in a vast open world where they must scavenge for resources, build shelters, and form alliances to survive the relentless onslaught of the undead. With its immersive gameplay and rich crafting system, ZOM offers players an experience of survival and exploration on their mobile devices.

MISSION STATEMENT

At ZOM, our mission is to immerse players in an exciting post-apocalyptic world where the main goal is to survive the hordes of zombies and to manage their resources. They can also build their bases in the open world of ZOM by gathering resources like wood, stone etc. Players can also team up with other players as it is a multiplayer game and help each other to survive by gathering resources and fighting hordes of zombies together.

GOALS AND OBJECTIVES

GOALS

- The primary goal of ZOM: Survival Sandbox is to survive and thrive in a post-apocalyptic world infested with zombies. Players must navigate the large open world, find resources, and build structures to protect themselves from undead and other dangers. Along the way, they will face a variety of challenges, including hunger, thirst, and hostile survivors.

OBJECTIVES

- SURVIVE
- SCAVENGE
- BUILD
- EXPLORE
- COOPERATE
- UPGRADE
- DEFEND

GENRE

- Survival sandbox

- **Adventure**
- **Multiplayer**
- **Post-apocalyptic**

PLATFORM

The game would be developed for mobile platforms i.e. Android and IOS.

TARGET AUDIENCE

This game is mainly targeted for people above the age 16 who are-

1. **Zombie enthusiasts**
2. **Survival game fans**
3. **Multiplayer gamers**
4. **Adventure seekers**
5. **Strategy game players**
6. **Competitive gamers**
7. **Post-apocalyptic fiction fans**

CONTENTS RATING



The PG-16 rating means the game is suitable for players 16 and older. Here's why:

Violence: The game likely contains scenes of realistic or intense violence, including fights with zombies and other potential survivors. While it may

not be overly graphic, the level of violence is more intense than would be appropriate for younger audiences.

Environment: The game may explore mature environment such as survival in a post-apocalyptic world, moral dilemmas, and the decline of society. These topics may not be appropriate for younger players who may not fully understand or appreciate the complexity.

Language: Strong language or mature dialogue may be used from time to time, reflecting the harsh nature of the game.

Scare Factor: May contain elements designed to instill fear in the game, such as jumps, dark areas, and disturbing images. These features tend to be of concern to younger players and may not suit them.

Overall, the PG-16 rating indicates that the game is intended for mature audiences who can responsibly handle the themes, violence, and potentially dangerous elements of the game.

UNIQUE SELLING POINT

- **Immersive Open-World Experience:** ZOM offers an expansive and dynamic open world where players can explore landscapes, find resources, and face challenges at every turn.
- **Deep Crafting and Base Building:** With a crafting system and base building options, players can customize their survival experience, creating forts, weapons, and equipment to adapt to the changing threat of the zombie apocalypse .
- **Player Interaction:** Whether teaming up with friends for cooperative multiplayer, engaging in competitive PvP battles, or forming alliances with other survivors they encounter in the world, ZOM offers rich

player interaction , offers endless opportunities for emerging cooperative, competitive, and playful experiences.

CORE GAMEPLAY OF GAME

ZOM's main gameplay revolves around survival, exploration, and strategic decision-making in a post-apocalyptic world infested with zombies.

Players must:

- **Scavenge for Resources:** Explore the open world around us to gather essentials such as food, water, supplies, and weapons needed to survive.
- **Building:** Use complex crafting systems to build and modify shelters, forts, and defensive structures to protect against zombie attacks and survivor creation of enemies.
- **Survive Against the Undead:** Navigate dangerous zombie-infested environments, using stealth, combat, and evasion techniques to avoid or eliminate threats while dealing with health, hunger and thirst.
- **You interact with NPCs and Players:** Meet other survivors of the world, make alliances, trade items, and complete quests together. Participate in cooperative multiplayer activities or compete in PvP battles for dominance in the post-apocalyptic world.

Overall, ZOM's core game combines elements of exploration, resource management, base building, combat, and player interaction to provide a immersive survival experience built on apocalypse zombie filled inside.

CORE LOOP OF THE GAME

The core loop of ZOM involves players exploring the world to gather resources, return to their base to build and fortify it, survive against zombies and other threats while fulfilling their needs and upgrading equipment. Throughout this loop, players interact with NPCs and other players to improve their gaming experience.

STORYLINE AND CHARACTERS

In ZOM, the story unfolds in a post-apocalyptic world ravaged by a mysterious virus that has turned most humans into creeping zombies. Players take on the role of survivors struggling to adapt and thrive amidst the violence and danger. The game has a variety of characters, including:

Player Character: The protagonist, a customizable character which the players will create at the start of the game, a survivor of the apocalypse, whose skills, abilities, and choices determine their journey through the world of ZOM.

NPC Survivors: Other survivors encountered throughout the game, each with their own stories, motivations, and abilities. Some may provide assistance, trade items, or offer quests, while others may offer threats or lies.

Zombie Variants: A variety of zombies with unique abilities and behaviors, ranging from normal ones to more sinister and modified specimens.

PLAYER CHARACTER



reference taken from google

In ZOM, players have the opportunity to create a custom character at the beginning of their journey. This customization process allows players to tailor their survivor to their preferences and playstyle, enhancing their immersion in the game world. Players can typically customize various aspects of their character, including:

Appearance: Players can choose from a range of options to customize their character's appearance, such as gender, facial features, hairstyle, clothing, and accessories. This allows players to create a unique and distinctive avatar that reflects their personal style.

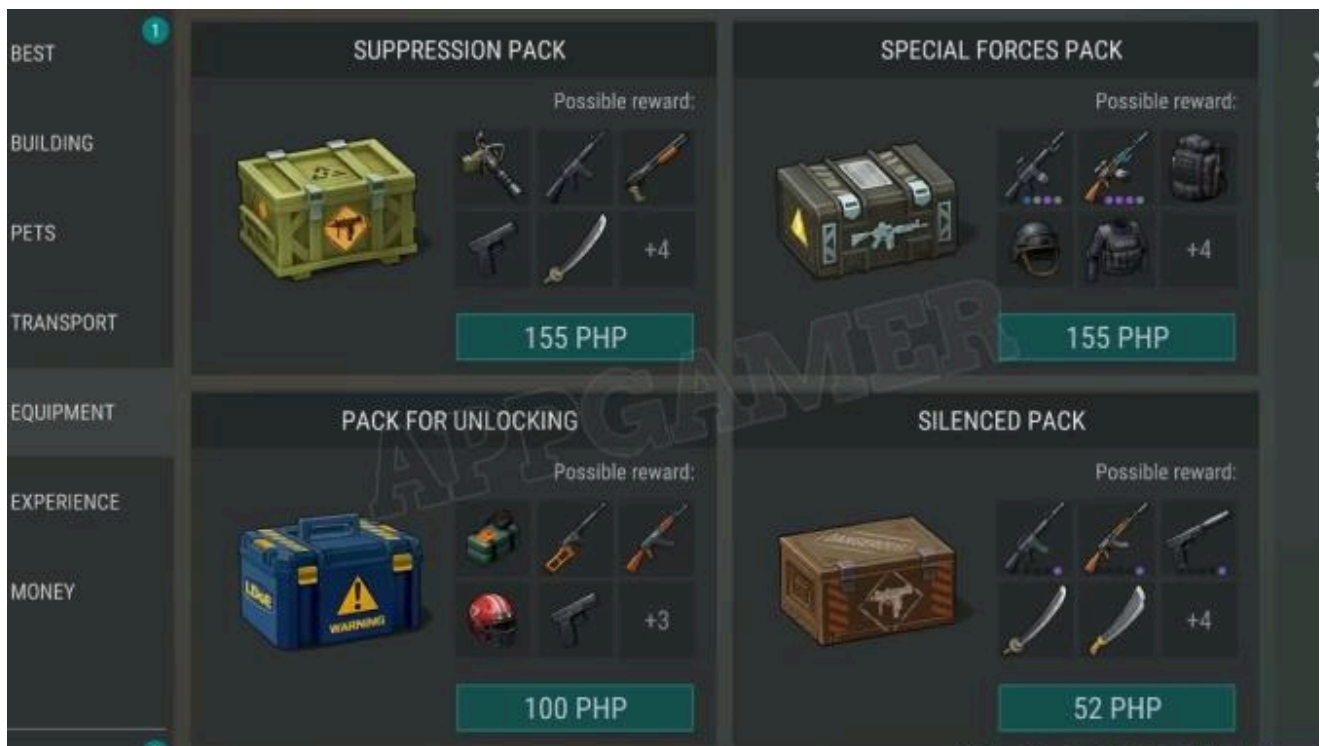
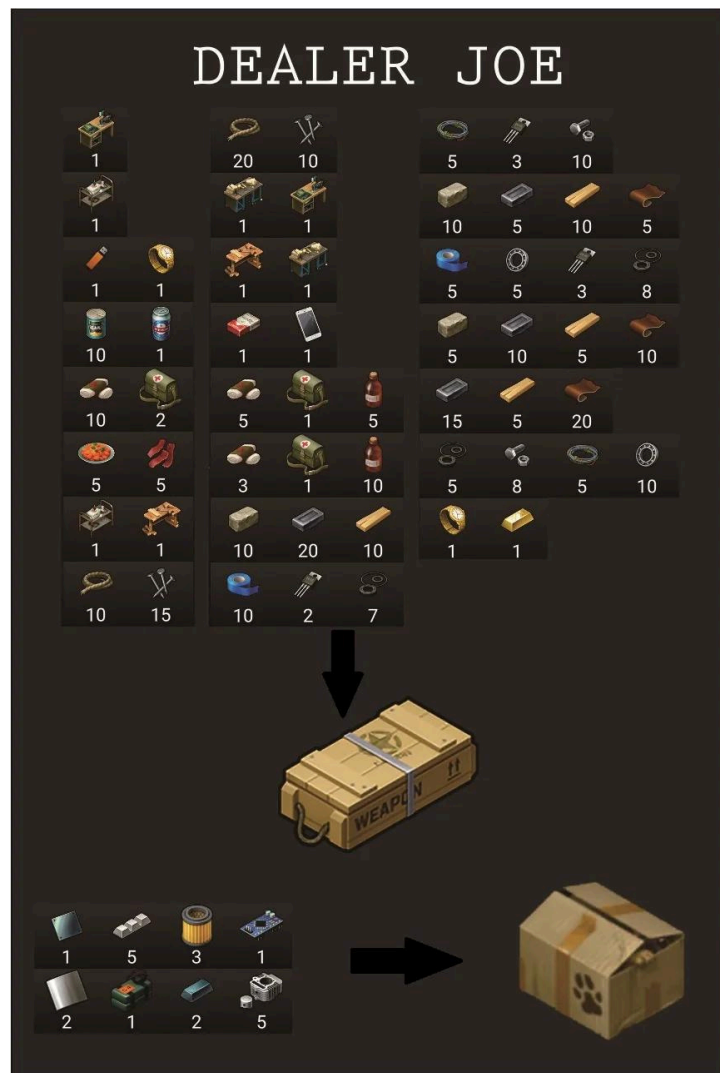
Background Story: Players may have the option to select a background story or origin for their character, which can provide additional context and role-playing opportunities within the game world. This background

story may influence dialogue options, interactions with NPCs, and certain gameplay mechanics.

Perks and Traits: Players may choose from a selection of perks or traits that grant unique bonuses or abilities to their character. These perks can further differentiate characters and offer strategic advantages in various situations encountered throughout the game.

Overall, the custom character creation process in ZOM allows players to personalize their gaming experience from the start, encouraging them to immerse themselves fully in the post-apocalyptic world and forge their own path of survival and adventure.

NPC



images taken from google as a reference

In ZOM, players encounter three main merchants, each with their own unique skills and results:

Joe - Weapons and Ammunition Dealer: Joe is an experienced merchant who specializes in firearms, weapons of war, and in guns. Joe's store has a wide variety of firearms, from rifles and shotguns to sporting weapons like bows and arrows. Additionally, players can stock up on different types of ammo to ensure they are properly prepared for undead encounters.

Brad - Ex-Military Member: Brad, another ex-military member, works as a trader specializing in tactical gear, survival equipment, and combat items. Brad uses his military training and experience to provide a range of products designed for survival in harsh environments. From body armor and tactical clothing to survival gear and pharmaceuticals.

Paul - Craftsman: Paul is a master blacksmith known for his craftsmanship in creating and upgrading weapons. Giving players the opportunity to obtain custom weapons made to their liking. From leather jackets to stylish steel armor, Paul's provides players with long-lasting protection against zombie attacks and other threats.

GAMEPLAY

OVERVIEW OF GAMEPLAY

Key Gameplay Features:

Survival: Players must hunt for supplies, deal with hunger, thirst, and health, and fight zombies in order to survive the harsh post-apocalyptic environment.

Exploration: The vast open world of ZOM is made for exploration, with landscapes, abandoned cities, and hidden treasures waiting to be discovered.

Base Building: Use an in-depth crafting system to build and modify shelters, forts, and defensive structures to defend against zombie attacks and hostile survivors .

Player Interaction: Make alliances with other players, trade items, complete quests, and participate in cooperative or competitive multiplayer activities to increase your chances of survival.

Customization: Create a unique character with customizable skin, backstory, and perks/traits, allowing players to customize their gameplay experience.

NPC Merchants: Interact with a variety of NPC merchants who provide weapons, ammunition, weapons, and craft services to support your survival journey.

PLAYER EXPERIENCE

In ZOM: Survival Sandbox, you are dropped into a post-apocalyptic world where survival is paramount. The game opens with you customizing your character, choosing looks and perks. Then, you are dropped into a wasteland filled with abandoned buildings and hidden zombies. Your goal is to find things like food, water, and supplies for weapons and shelter. But be careful: zombies are everywhere, and you'll have to use stealth and combat skills to avoid or defeat them. Return to your base, strengthen defenses and craft upgrades to keep you safe. In multiplayer, you team up with others for cooperative survival or engage in PvP battles. The world of ZOM is filled with danger, but with strategy you can carve out a way to survive the chaos.

GAMEPLAY GUIDELINES

ZOM follows strict guidelines to ensure an immersive yet responsible gaming experience. Violence is present but not overly graphic, language is kept mature but not offensive, and scary elements are balanced to build tension without overwhelming the players. Player interaction encourages cooperation and discourages toxic behavior. Real-world references are handled with sensitivity, and the storytelling is engaging without dwelling on mature themes. This direction ensures that ZOM delivers a challenging and enjoyable experience for players from all backgrounds.

GAME OBJECTIVES AND REWARDS

Objectives	Rewards
Survive	- Increased health and stamina
	- Access to new areas and resources
Scavenge	- Gathered resources (food, water, materials)
	- Rare loot and crafting materials
Build	- Fortified shelters and defensive structures
	- Unlock new crafting recipes and customization
Explore	- Discover hidden locations and landmarks
	- Uncover lore and backstory elements
Cooperate	- Shared resources and mutual protection
	- Enhanced base defenses and expanded territory
Upgrade	- Improved weapons, tools, and equipment
	- Skill points for character progression
Defend	- Successfully repelled zombie attacks

GAMEPLAY MECHANICS

Character Attributes:

Character:	Player Character
Movement Abilities:	- Movement: On-screen controls or touch gestures
	- Interactions: Tap or select options for interactions
	- Combat: Tap or swipe for attacks and dodges
	- Inventory Management: Access inventory for item management
	- Crafting: Craft items using collected resources

Game Modes:

Game Mode / Difficulty Name:	Survival Mode
Objective:	Survive as long as possible, complete tasks, and progress
Hazards:	Zombie attacks, environmental dangers, scarcity of resources
Progression:	Complete tasks, scavenge resources, upgrade equipment and shelters

Scoring System:

Points/Coins/Stars/Grades:	Survival Points
How it's Awarded:	Complete tasks, defeat enemies, survive
Benefits:	Unlock new areas, resources, crafting recipes

Game Camera

Camera View:

- The game camera provides a third-person perspective, allowing players to see their character and the surrounding environment.
- The camera angle is adjustable, allowing players to rotate and zoom in/out for better visibility.

Camera Movement:

- Players can control the camera movement using touch gestures or on-screen controls.
- Swiping gestures allow players to rotate the camera horizontally or vertically to change the viewing angle.

- Pinch-to-zoom gestures enable players to zoom in or out to focus on specific areas or objects.

Camera Effects:

- Dynamic Lighting: The game utilizes dynamic lighting effects to create realistic day-night cycles and enhance the atmosphere.
- Environmental Effects: Weather effects such as rain, fog, and dust particles add visual variety and immersion to the game world.
- Focus Effects: Focus effects highlight important objects or characters in the scene, drawing the player's attention to key elements.

Levels

Abandoned City Ruins

Look and Feel: The level is set IN the ruins of a city, now overrun by zombies. Buildings stand broken, with overgrown vegetation and debris scattered throughout. The atmosphere is eerie with a sense of isolation and danger.

Hazards: Hazards include roaming zombies, collapsed structures, and environmental obstacles like toxic waste or unstable terrain.

Difficulty: Moderate difficulty level with moderate zombie density and some environmental hazards to navigate.

Objectives: Scavenge for resources, locate key items or survivors, and avoid or defeat zombies to progress.

Reference and Inspirations: Inspired by post-apocalyptic settings seen in movies like "The Walking Dead" and "28 Days Later," as well as real-life urban decay and abandonment.

Level Progression: Players must navigate through the city ruins, exploring buildings, alleys, and streets to accomplish objectives and advance to the next level.

How to Complete a Level: Complete all objectives, gather necessary resources, and reach the designated exit point without succumbing to hazards or enemies.

Dark Forest

Look and Feel: The level takes place in a dense forest with darkness and mystery. Tall trees block out much of the sunlight, creating a claustrophobic atmosphere. The forest floor is littered with fallen branches, foliage, and hidden dangers.

Hazards: Hazards include hidden traps, wildlife, and ambushes by zombies or other survivors lurking in the shadows.

Difficulty: Increasing difficulty level with limited visibility, increased enemy encounters, and intricate level design.

Objectives: Navigate through the forest, gather rare resources, uncover hidden paths or secrets, and survive ambushes to progress.

Reference and Inspirations: Inspired by dark and atmospheric forests depicted in horror games like "Silent Hill" and "Resident Evil."

Level Progression: Players must travel deeper into the forest, overcoming obstacles and challenges while discovering new areas and secrets.

How to Complete a Level: Reach the end of the forest, uncovering all hidden objectives and surviving encounters with hazards and enemies along the way.

Level Difficulty:

The game features a progressive difficulty curve, starting with easier levels to introduce players to gameplay mechanics and gradually increasing in challenge and complexity as they progress. Difficulty is balanced by adjusting factors such as enemy density, environmental hazards, resource scarcity, and level design . Additionally, player progression and acquired skills/items contribute to the overall balance, ensuring that challenges remain engaging yet manageable for players of varying skill levels. Regular playtesting and feedback help fine-tune the difficulty balance throughout development to provide a satisfying and rewarding experience for all players.

GAME SYSTEM(GAME DYNAMICS)

1. **Achievement System:**

- Unlocks achievements for completing specific tasks or milestones, providing players with challenges and rewards for their accomplishments.

2. **Leaderboard System:**

- Displays rankings of players based on various criteria such as survival duration, zombie kills, or completion of objectives, fostering competition and motivation for players to excel.

3. **Inventory System:**

- Allows players to manage collected items, resources, and equipment obtained during gameplay, providing easy access and organization of inventory items.

4. **Map & Mini-Map:**

- Provides players with a navigational tool to explore the game world, locate objectives, and avoid hazards. The mini-map displays a simplified overview of the immediate surroundings, while the full map offers a detailed view of the entire game world.

5. **Level Unlockable:**

- Unlocks new levels or areas as players progress through the game, providing a sense of accomplishment and advancement as they explore new environments and face new challenges.

6. **Player Customization:**

- Allows players to customize their character's appearance, clothing, accessories, and other visual elements to create a unique and personalized avatar.

7. **Character and Item Unlockable:**

- Unlocks new characters, skins, weapons, equipment, and other items as players achieve certain milestones, complete objectives, or reach specific levels.

8. **Score System:**

- Tracks and rewards players based on their performance, including factors such as objectives completed, enemies defeated, resources gathered, and survival duration.

9. **Health & Life System:**

- Monitors the player's health and life status, providing feedback on their current condition and allowing them to heal, restore, or replenish health through various means such as consumables, resting, or medical supplies.

10. **Reward System:**

- Grants rewards to players for completing tasks, achieving milestones, or reaching certain gameplay objectives, including items, resources, currency, experience points, or unlockable content.

11. **Currency System:**

- Introduces an in-game currency that players can earn through gameplay activities, such as completing quests, selling items, or defeating enemies. The currency can be used to purchase items, upgrades, or services within the game.

12. **Virtual Store Design:**

- Provides a virtual store where players can browse and purchase items, equipment, cosmetics, or other in-game content using earned currency or real money, enhancing player progression and customization options.

CONTROL SCHEME

In-game Controls

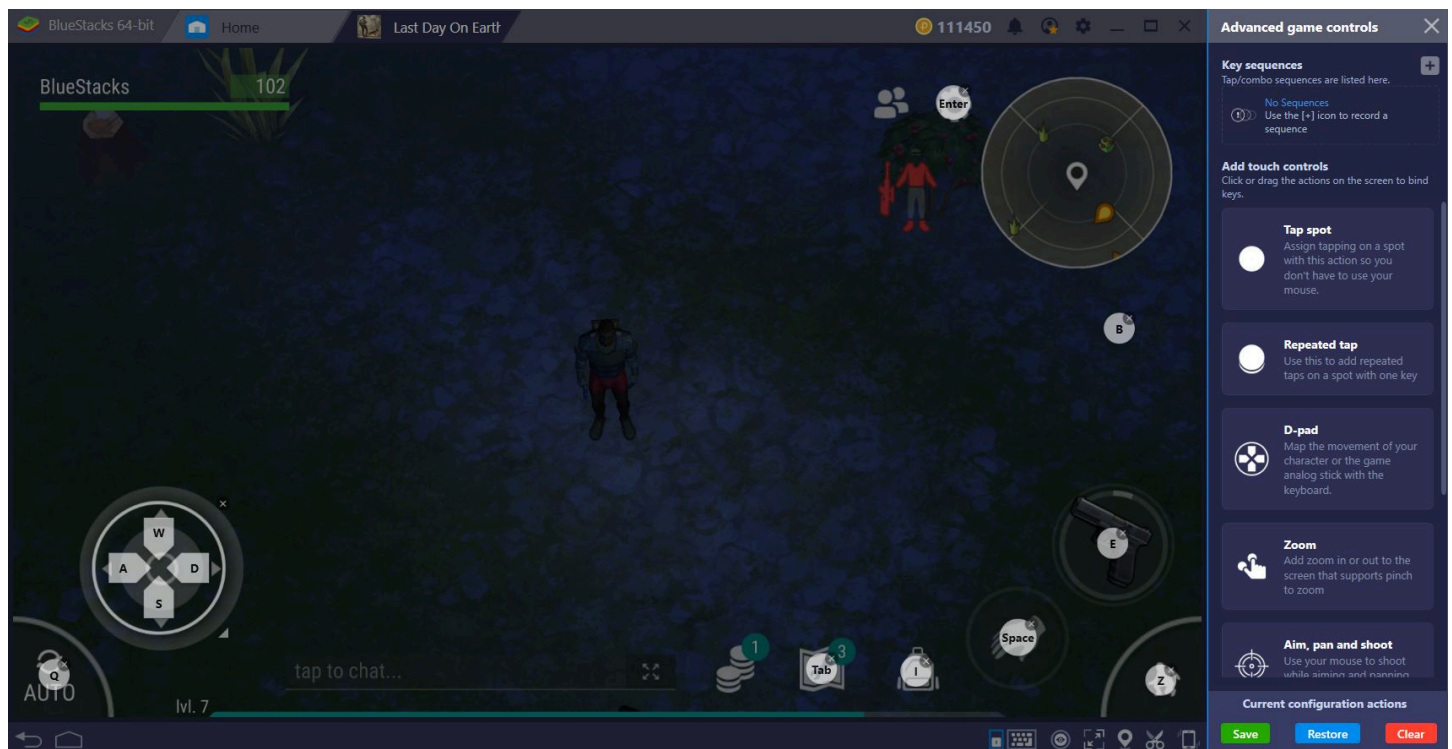
1. **Movement:** Players can control movement using a virtual joystick or directional pad displayed on the screen. Dragging the joystick/thumbstick in different directions allows

the player to move the character accordingly.

2. **Interaction:** Tapping on objects or NPCs initiates interactions, such as picking up items, opening doors, or talking to NPCs for quests or trading.
3. **Combat:** Combat actions are triggered by tapping on the screen. Tapping on enemies performs basic attacks, while holding down initiates special attacks or aiming for ranged weapons like guns or bows.
4. **Inventory:** Accessing the inventory screen can be done through a dedicated button/icon on the HUD (Heads-Up Display). This allows players to manage collected items, equip weapons, consume consumables, or craft items.
5. **Building/Construction:** If base building is a feature, players can access building mode by selecting a dedicated button. In this mode, they can place structures, fortify defenses, and customize their base.

Menu Screen Controls:

1. **Navigation:** Players can navigate through menu screens using swipe gestures or virtual buttons, such as arrows or tabs.
2. **Settings:** Accessing settings like graphics, sound, controls, and gameplay options can be done through a settings icon/button.
3. **Quest Log:** Players can view their current quests, objectives, and progress by accessing the quest log through a dedicated button.
4. **Crafting:** If crafting is a significant aspect of the game, players can access the crafting menu through a dedicated button/icon. Here, they can craft items, weapons, and equipment using collected resources.





images taken from google as a reference

Game Art

Game Art Style:

The art style of ZOM will blend elements of realism with a stylized approach to create a visually striking and immersive experience. Drawing inspiration from post-apocalyptic fiction and zombie lore, the art style will feature gritty and atmospheric environments, detailed character designs, and dynamic lighting effects.

Game Environment:

The game environments will reflect the desolation and decay of a post-apocalyptic world overrun by zombies. Abandoned cities, overgrown forests, and desolate wastelands will be rendered with meticulous attention to detail, featuring crumbling buildings, twisted metal, and overgrown vegetation. The atmosphere will be characterized by a sense of isolation and danger drawing players deeper into the immersive world of ZOM.

Game Character:

Character designs in ZOM will be diverse and expressive, reflecting the diverse range of survivors navigating the harsh landscape. From rugged scavengers to hardened warriors, each character will be meticulously crafted with unique features, clothing, and equipment.

The art style will emphasize realism in character anatomy and proportions while incorporating stylized elements to enhance visual appeal and personality.

Game FX:

Visual effects in ZOM will enhance the gameplay experience, adding excitement and immersion to combat encounters, environmental hazards, and special abilities. Particle effects, lighting effects, and dynamic animations will be used to create dynamic and cinematic moments, heightening the sense of tension and excitement as players navigate the dangerous world of ZOM.

Game Post Effects:

Post-processing effects will further enhance the visual fidelity and atmosphere of ZOM. Effects such as depth of field and color grading will be used to create depth throughout the game. These post effects will help to reinforce the game's art style and narrative themes, elevating the overall player experience.

Game UI

Player Point of View (POV):

The player's point of view will be third-person, providing a dynamic and immersive perspective of the game world and player character. Players will have a clear view of their character and surroundings, allowing them to navigate environments, engage in combat, and interact with objects and NPCs with precision and control.

General Overview of UI:

1. **Buttons Layout:** The UI will feature intuitive and ergonomic button layouts, optimized for touch input on mobile devices. Buttons for movement, interaction, combat, and inventory management will be strategically placed for easy access and minimal obstruction of the game screen.
2. **HUD (Heads-Up Display):** The HUD will provide essential information such as health, stamina, inventory, and quest objectives, displayed in a clean and unobtrusive manner. Health and stamina bars, along with status indicators for buffs/debuffs, will be prominently featured to keep players informed of their character's condition during gameplay.
3. **Menu System:** The menu system will be designed for ease of navigation and accessibility, with intuitive icons, tooltips, and tooltips to guide players through various options and settings. Players can access menus for inventory management, settings, quests, crafting, and more through a centralized menu interface.

Game Audio Design

Background Music:

The background music of ZOM will play a crucial role in setting the mood and atmosphere of the game. Drawing inspiration from post-apocalyptic themes and zombie fiction, the music will feature a blend of haunting melodies, ambient textures, and tense orchestration to evoke feelings of tension, suspense, and adrenaline.

Inspirations for the background music may include atmospheric soundtracks from films and TV shows such as "The Walking Dead," "28 Days Later," and "The Last of Us," as well as dark ambient music and industrial soundscapes. The music will dynamically adapt to the player's actions and surroundings, intensifying during combat encounters or moments of danger, and subsiding during quieter exploration or downtime.

Game Sound Effects (SFX):

1. **Character Sounds:** Character SFX will include footsteps, breathing, grunts, and vocalizations to enhance immersion and realism. Different character types may have unique sound effects to reflect their personalities and abilities.
2. **Gameplay Elements:** SFX for gameplay elements such as weapon impacts, zombie growls, environmental hazards, and interactive objects will be designed to provide feedback and cues to players. These sound effects will be varied and detailed, contributing to the overall audio-visual experience of the game.

Menu Interaction SFX:

Menu interaction SFX will include subtle yet satisfying sounds to provide feedback and confirmation to players when navigating menus, selecting options, or interacting with UI elements. These sounds will be designed to be non-intrusive but effective in enhancing the responsiveness and usability of the menu system.

Schedule & Tasks

Task	Task Lead	Start	End	% Complete
Development Phase				
Design				
- Storyline	John Doe	9/4/15	9/8/15	0%
- Level Mechanics	Jane Smith	9/9/15	9/15/15	0%
Art				
- Level 1	Alex Lee	9/10/15	9/25/15	0%
- Special FX	Sarah Kim	9/18/15	9/30/15	0%
- UI	Emily Chen	9/20/15	10/5/15	0%
Engineering				
- Production Pipeline	Mike Wong	9/15/15	9/25/15	0%
- Prototypes	Peter Liu	9/22/15	10/5/15	0%
Audio				
- Sound Design	Tony Wu	9/25/15	10/10/15	0%
Milestone: Gameplay Features & Music				
Testing Phase				
Test Plan	QA Team	10/15/15	10/20/15	0%
Beta Testing	QA Team	10/25/15	11/10/15	0%
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans	Project Mgmt	11/15/15	11/20/15	0%
Milestone: Ready for Usage				

REFERENCES

Concept Reference:

- "The Walking Dead" (TV Series/Comics): For post-apocalyptic settings, survival themes, and character-driven storytelling.

- **"The Last of Us" (Video Game):** Known for its immersive narrative, gritty environments, and intense survival gameplay.

Art Style Reference:

- **"Days Gone" (Video Game):** Offers a detailed and atmospheric post-apocalyptic world with realistic character designs and environments.
- **"Mad Max: Fury Road" (Film):** Known for its visually stunning and gritty post-apocalyptic setting, with intense action sequences and dynamic cinematography.

Character Reference:

- **"Left 4 Dead" (Video Game):** Features diverse and memorable character designs, each with distinct personalities and abilities.
- **"The Walking Dead" (Video Game Series):** Showcases a range of character designs, from ordinary survivors to hardened warriors, in a post-apocalyptic setting.

Environment Reference:

- **"The Last of Us Part II" (Video Game):** Offers a variety of detailed environments, from urban decay to lush forests, all set in a post-apocalyptic world.
- **"Metro Exodus" (Video Game):** Features atmospheric and immersive environments, including underground tunnels, irradiated wastelands, and snowy landscapes.

Game UI Reference:

- **"The Division 2" (Video Game):** Known for its sleek and intuitive UI design, offering easy navigation and access to various gameplay features.
- **"Dead Space" (Video Game Series):** Features a minimalist yet immersive UI design that integrates seamlessly with the game world, enhancing the horror atmosphere.

Level Design Reference:

- **"Half-Life 2" (Video Game):** Offers a masterclass in level design, with diverse environments, engaging gameplay mechanics, and seamless storytelling.
- **"Dying Light" (Video Game):** Known for its open-world level design, dynamic day-night cycle, and parkour-based traversal mechanics in a zombie-infested city.

These references cover a range of elements from concept to execution and can serve as valuable resources throughout the development of ZOM.

