



Wizards Vs. Zombies

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Game based off idea #78 “Zombie plague but when a zombie is cut in half it regrows into 2 zombies” and #16 “Fight wizard that summoned dinosaurs (IDEA TREE: Fantasy - survive, Dinosaurs)”



Executive Summary

Wizards VS Zombies will be playable on computers, since its turn based, it will be for 1-4 players that have to work together to collect all the magical items to defeat the evil necromancers (NPC) and escape the dungeon. The players have the ability to move and attack zombies and necromancers, but if they miss an attack on a zombie, another one spawns. Overall the game is targeted to ages 12 to 35, and the players tested on (in the age range) thought it was good, some rules had to be changed and new rules added during the game play to make the game run smoothly, but players were pleased with the end result.



Story

Once, there were 4 dark wizards that practiced necromancy. They summoned special zombies that could only be killed if their head was taken off, otherwise the cut body would split into two. It is up to the good captured “light” wizards [the players](who were going to be turned into those special zombies) to work together, gather the magical items to gain power, defeat the 4 necromancers and escape the necromancer layer.



Competition Analysis

Wizards VS Zombies takes two separate but commonly used ideas of zombies and magic and applies a different idea of what happens to a zombie when you hurt it: it splits when the hit is non fatal

This game is also a cooperative game, which (based on the slides from class) is a rarely used interaction pattern.

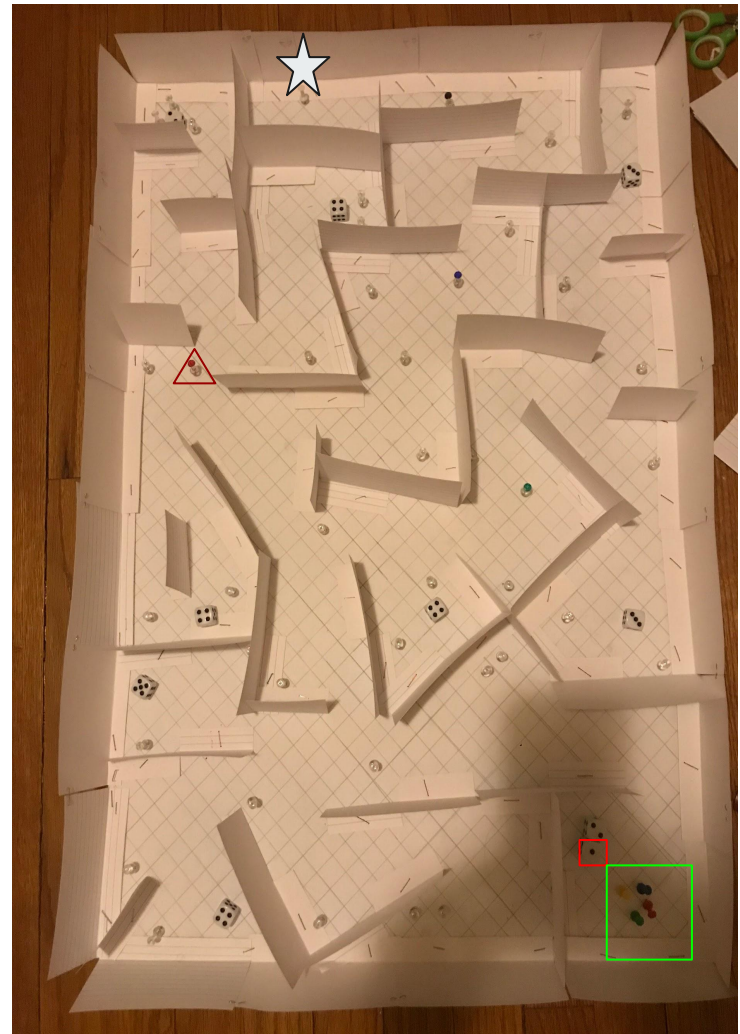
This game also has the dilemma aspect of “should I risk an attack on a zombie, or risk trying to run by it” that happen within the 12 seconds of a players turn.

Death is not heavily penalized, in this game I expect players to die and respawn, its likely due to them either not working together or not thinking ahead and being surrounded by spawned zombies. Plus wizards always have some trick up their sleeve so they can't just die.

Prototype

Materials:

- Index cards: walls
- Foam board: map/ground
- Dice:
 - White: % attack chance
 - Red: movement [red box]
- Tacks:
 - Clear: zombies
 - Clear with colored top : necromancer [red triangle]
 - Colored: players [green box]
- Start: [green box]
- End: [white star]

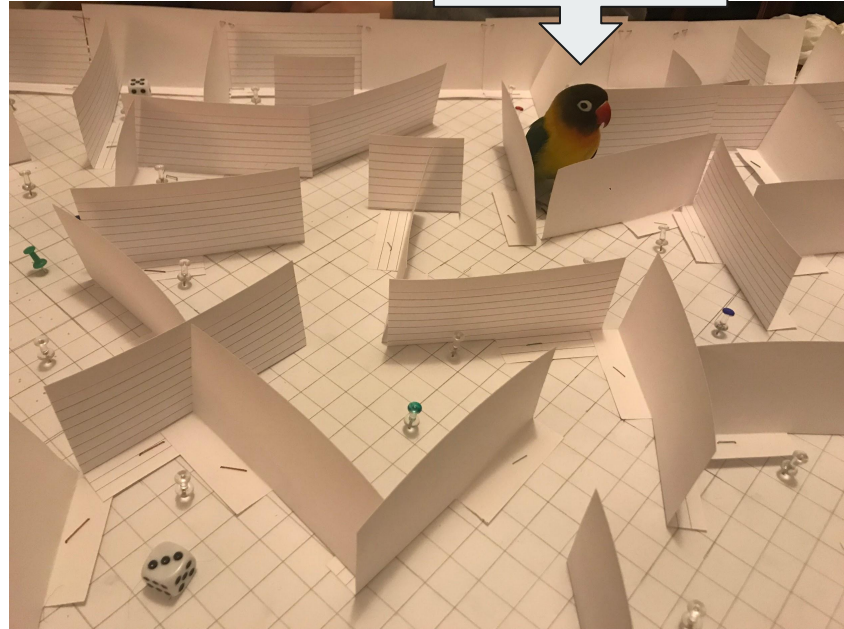
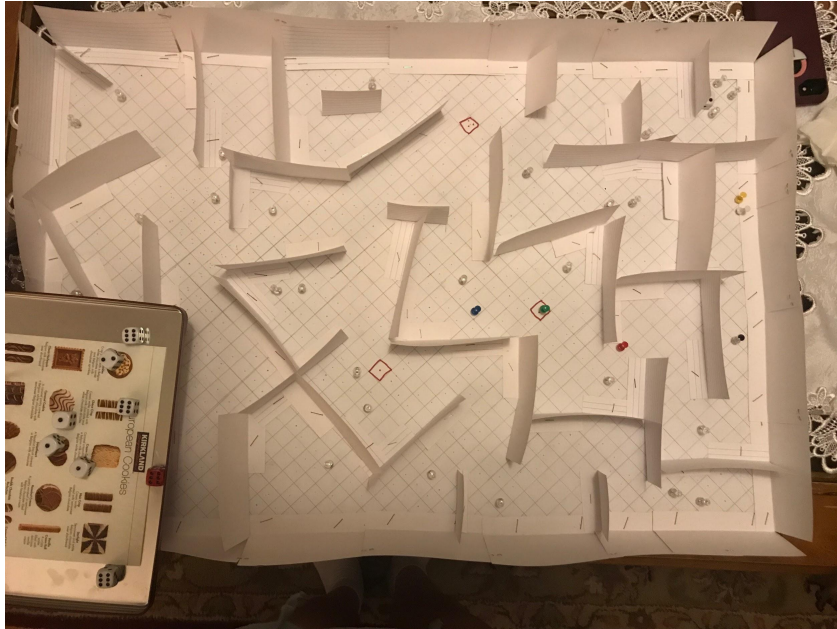


Prototype: Gameplay with 3 players

Myself (taking pictures) and 2 others



Prototype: Gameplay cont....





Feedback from the players

“Fun game, kind of like a Dungeons and Dragons kind of game, but simple” -Jess

“A pretty cool idea for a video game, it would also be pretty cool as a board game” -Jess

“Fix the probability for kills, it’s almost impossible, then it will be way more fun” -Bart {probability has been fixed}



Thanks for Listening!

End of Class Presentation!

Executive summary broken down, Gameplay: formal elements visible after this slide



Executive Summary (Broken Down)



Formal Elements:

Players: 1-4 players, cooperative play

Objectives: Collect all the magical items (**Resource**), defeat the 4 necromancers (**Conflict**) and escape

Procedures:

- Movement (turn based) speed based on dice roll
- Attack (probability) based on # of magical items

Rules:

- Enemies move when they see player
- Player can attack only in certain range - miss results in another zombie spawning
- Death (sharing tile with enemy) causes player to respawn

Boundaries: the walls that act as the dungeon

Outcome: win/lose

Platform: Computers (since its turn based)

Audience Analysis: Overall good, had to change some rules and add new ones during the game play to make it run but players were pleased with the result.



Gameplay: Formal Elements

Players: 1-4 players, cooperative play

Objectives: Collect all the magical items [white dice] in order to defeat the 4 necromancers and escape, category: rescue or escape

Procedures:

- Movement (turn based):
 - Roll dice for max number of tiles able to move
 - Can't move through objects (including stepping on a tile a zombie/necromancer is on, this causes death)
- Attack:
 - Players can attack zombies when close enough

	A	B	C	D	E	F	G
1	miss	miss	miss	miss	miss	miss	miss
2	miss	hit	hit	hit	hit	hit	miss
3	miss	hit	hit	hit	hit	hit	miss
4	miss	hit	hit	Player	hit	hit	miss
5	miss	hit	hit	hit	hit	hit	miss
6	miss	hit	hit	hit	hit	hit	miss
7	miss	miss	miss	miss	miss	miss	miss

Gameplay: Formal Elements cont.

Rules:

- Movement [red dice]:
 - Players: have 12 seconds to roll red dice for number of max tiles to move (can share tile ie. back-to-back stance)
 - Zombies: move one tile at end of last players (and after a necromancer if there is one) turn towards closest player in sight
 - Necromancers: move 2 tiles at end of last players turn towards closest player in sight
- Attack [white dice]:
 - Collect magical items [white dice] to gain better hit ratios for all players
 - Player needs to be close enough to attack
 - Based on the number of magical items [dice] collected # needed to roll for kill goes down
 - Hit: zombie dies
 - Miss: zombie split and new zombie splits perpendicular to the player that attacked
 - Necromancer killed: +1 to both movement and attack for all players
- Death:
 - Necromancer and zombies kill player when they step on the same tile as player
 - If killed, player respawns at start or last killed necromancer tile

# Dice	# Needed for Kill (greater than or equal to)
1	4
2	7
3	10
4	13
5	16
6	19
7	22
8	25
9	28



Gameplay: Formal Elements cont.

Resources: The magical items [white dice] and time limit for how long can the game go (and for difficulty purposes give player lives where after X kills they can no longer respawn)

Conflict: survive and escape, opponents: necromancers and zombies

Boundaries: the walls that act as the dungeon, which keeps players on the map

Outcome: win/lose, either you work with others to defeat the NPC necromancer or you/all died