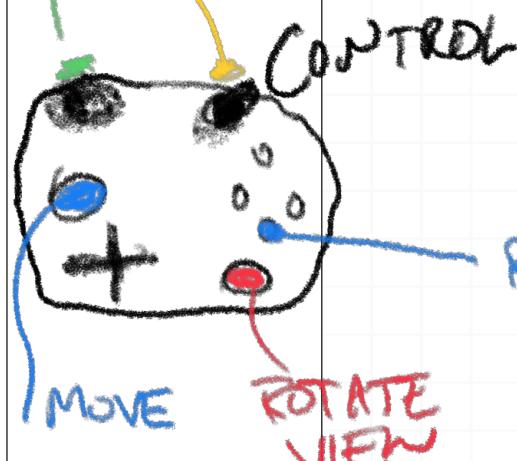


Main Points

- LOBBY -
3 PLAYERS + TRAITER (RANDOM)



- PLAYERS START IN DIFFERENT SPAWN LOC'S
- SPAWN (RT DIRECTION)
- FIRE
- NATURAL RATE RAND



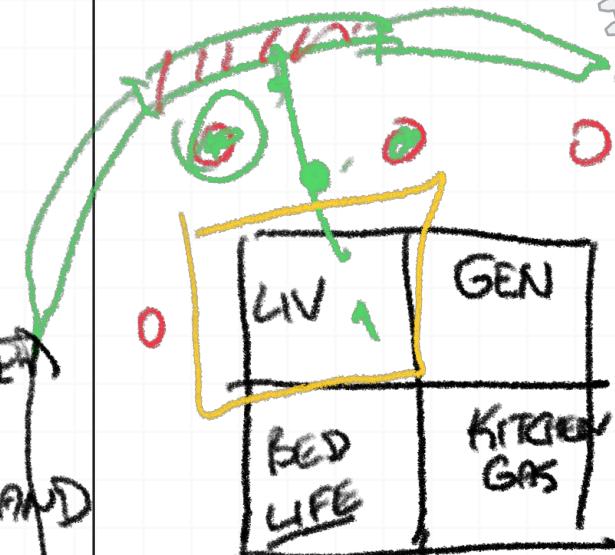
500 TIMER

DIFFERENT SPAWN LOC'S

RANDOM WEIGHTED SPAWN TRAIT

NATURAL RATE RAND

CONTROL



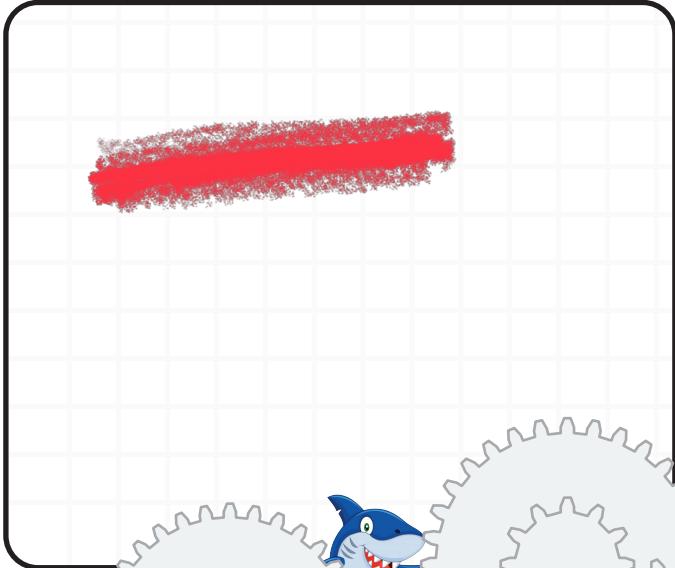
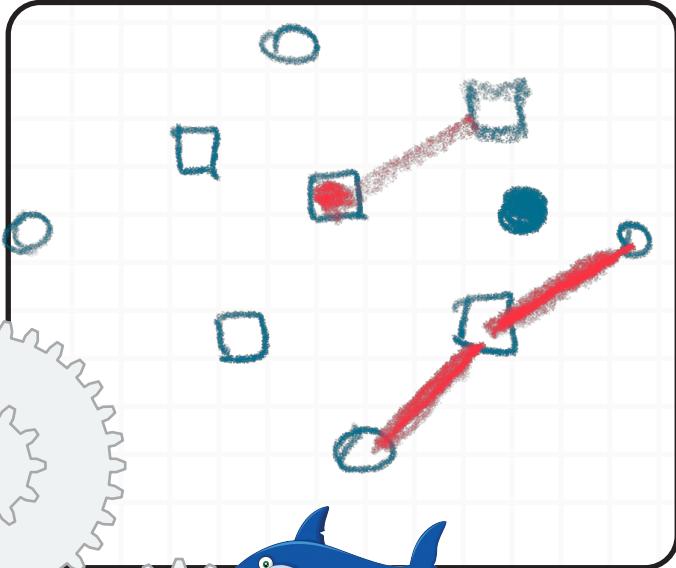
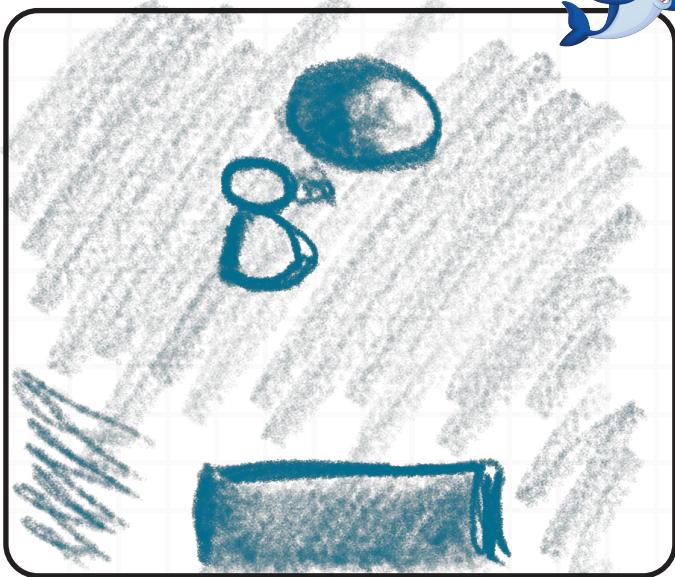
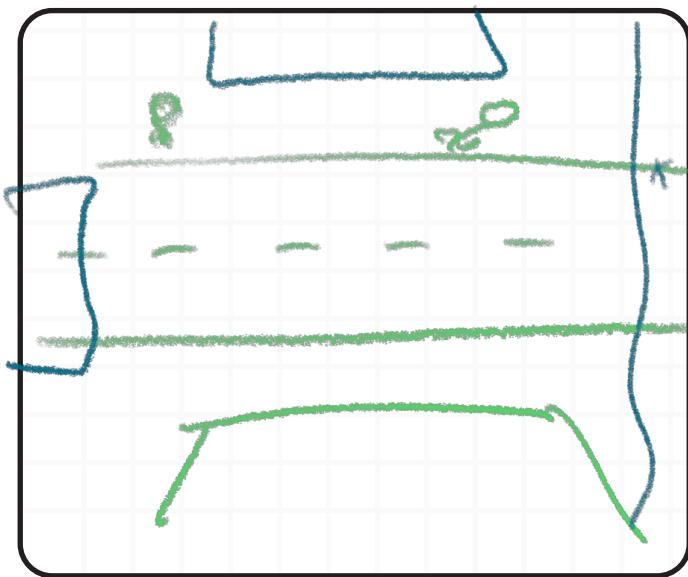
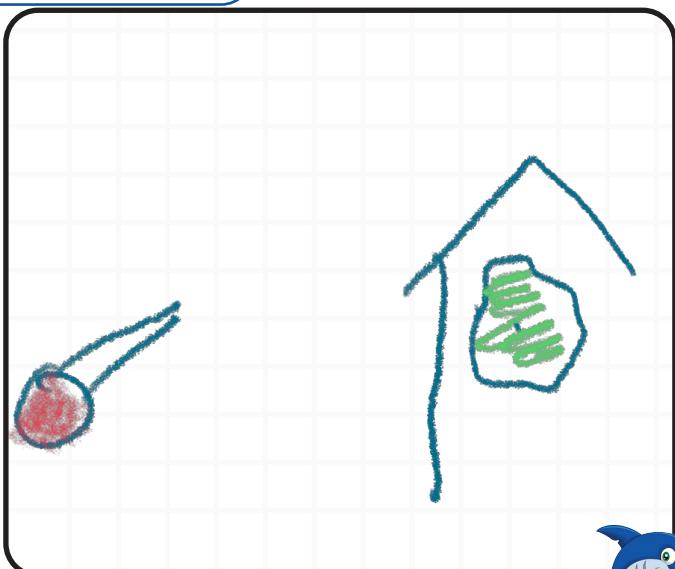
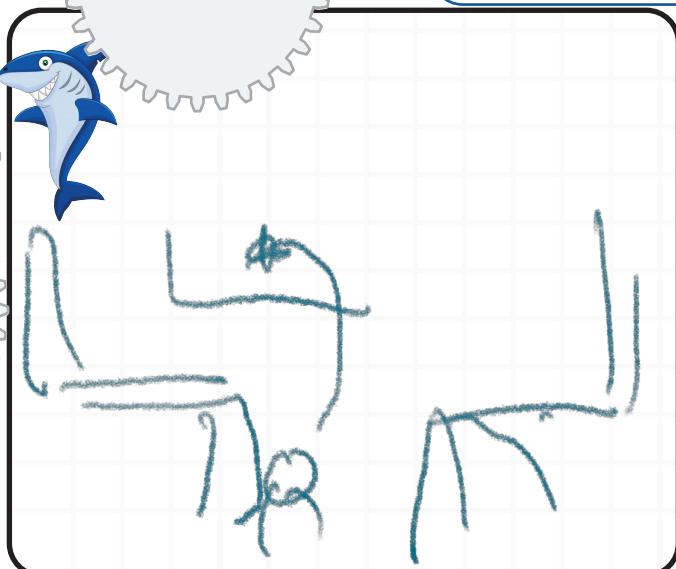
ZOMBIE SOUND
EFFECT

PATHFINDING

STRONGER TOGETHER
(FIRE RATE MOVE)

Takeaways

ZOMBIES CAN KILL EVERYONE





NIGHT/DAY CYCLE



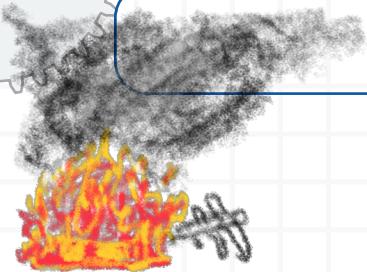
5:00 MAX HOLD OUT

3 vs 1 TRAITOR

DESTRUCTIBLE
WALLS

WAVES / MAX DROP COUNT
IF ALL ZOMBIE DEAD
T LOSES
OR T VOTED OUT



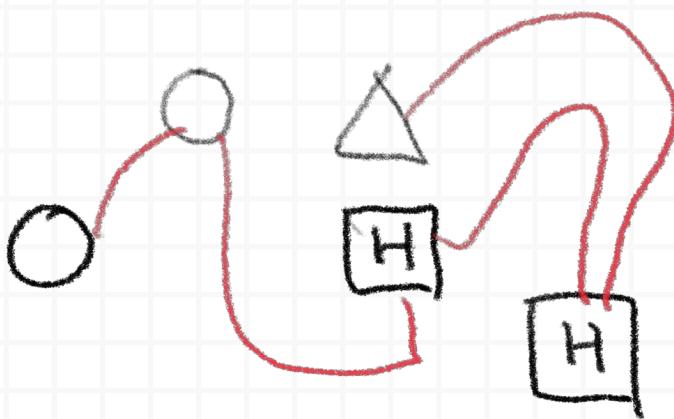
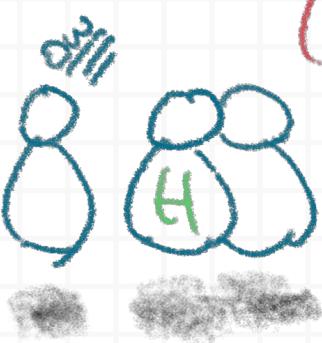


JUST TRY STUFF

HOME
(home Sounds)



[WHAT HOME MEANS TO YOU]



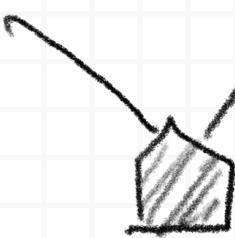


WHAT HOME CHARACTER MEANS TO YOU



HOME CHARACTER

- YOU GET HURT IF YOU ARE TOO FAR AWAY FROM HOME
- 'HOME' MOVES AROUND)



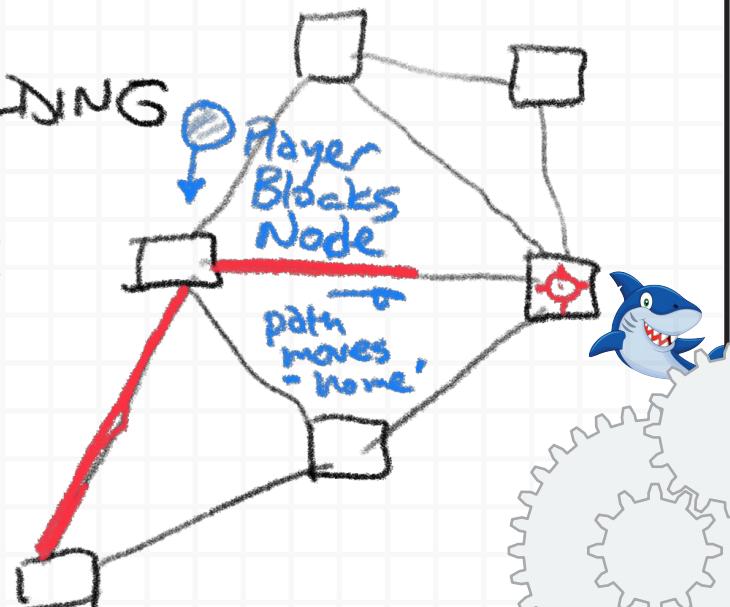
- HOME BASE (baseball)
- THE ACTIVE BASE MOVES AROUND FOR REFUELLED



HOME BUILDING



HOMING MISSILE



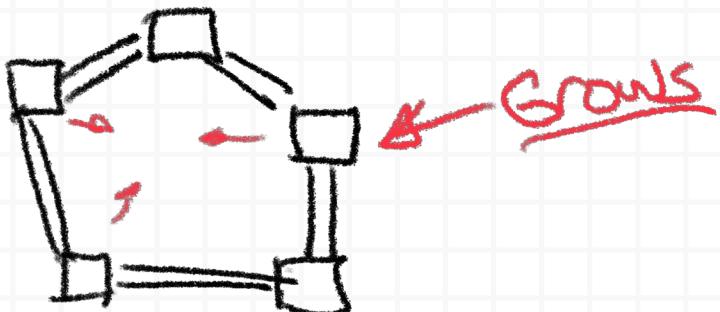


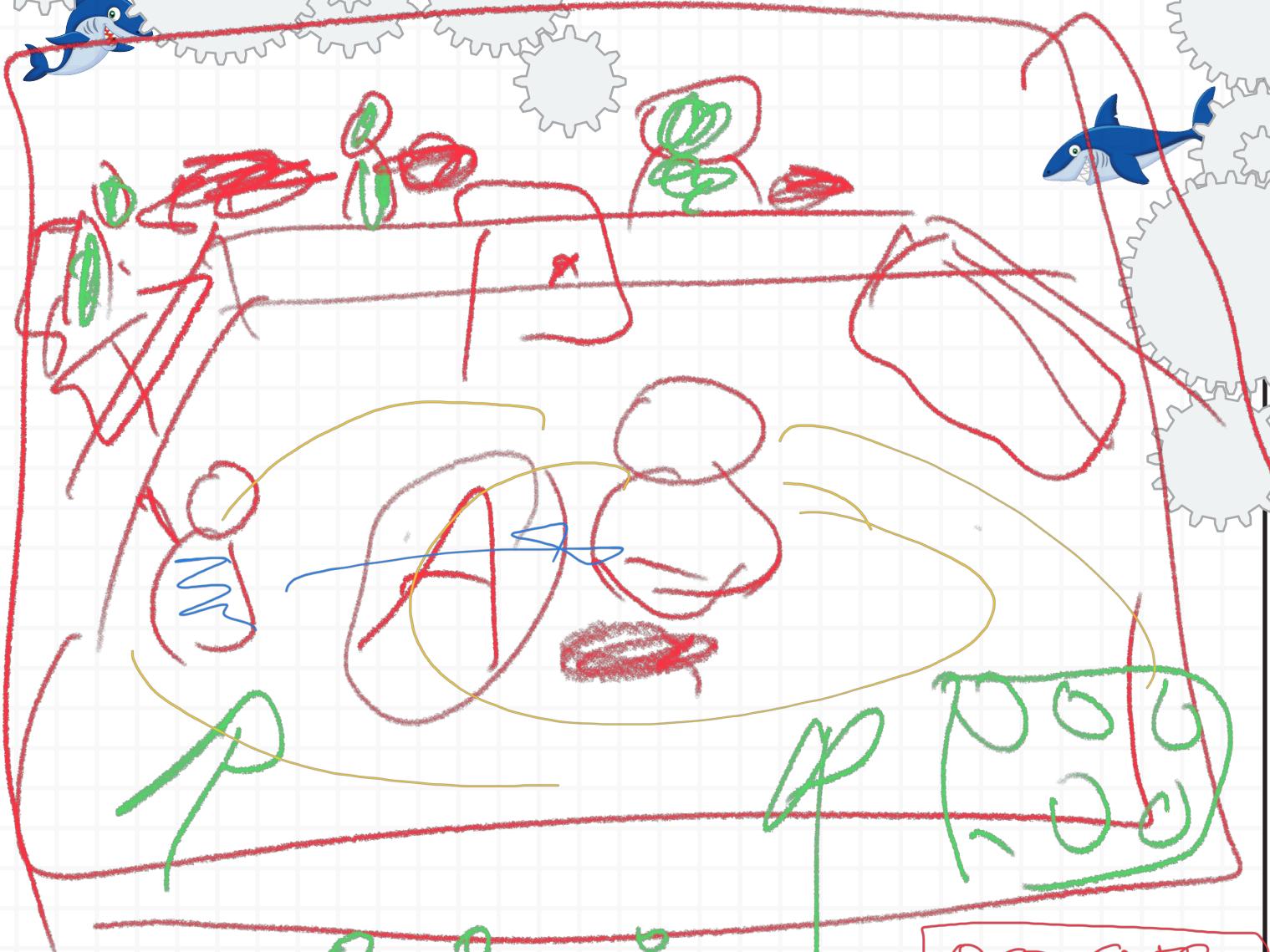
WHAT HOME MEANS TO YOU



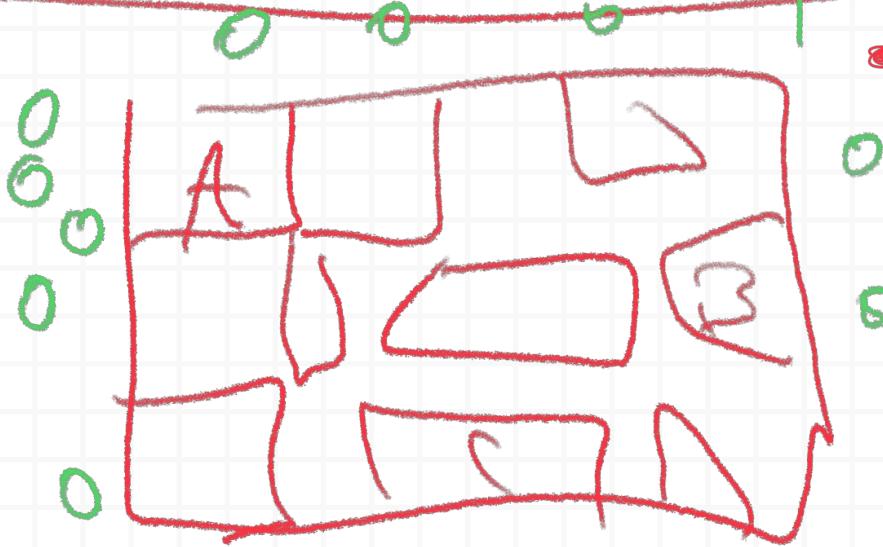
Space Ship for home
reading (Battlestar Galactica)

DESTROY EACH OTHER'S HOMES





OOTOCONTROLS





OCTOHOUSE

