1. I would consider adding the following sections to the Zombies vs. Necrophiliacs TDD to ensure that a newcomer to the project would have less difficulty understanding it:

* Recap of the basic concept/design of the game
* Description of the engine that would be used to create the game
* Graphics engine

These sections have all been described below.

**Recap of Game Concept**

**Gameplay**

Zombies vs. Necrophiliacs is a third-person 3D action game. On a planet Earth that was colonized by an alien race many years ago, the last remaining members of the human race have made huge advances in technology to help them fight back against these aliens. They now call themselves the “Necrophiliacs.” One day, during a raid gone wrong, the aliens decide to turn the bodies of the dead into zombies and use them as their army to colonize the last remaining bits of Earth that do remain under the control of humans. The player must traverse the world as they chase down the aliens to liberate the Earth. The player controls a custom Necrophiliac and his/her teammates as they use their weapons to kill waves of zombies that the aliens throw at them. The player has a weapons inventory available to them, including swords, guns, and magical powers. More weapons become available as the player progresses through the game and destroys alien bosses. Every enemy the player kills increases their score. Liberate Earth and spare the last remaining humans alive!

**Target Audience**

Gamers 17 and above

**Intended ESRB Rating**

M (17+)

**Technical Goals**

Unity will be the engine used to create this game.

**Engines That Will Be Used**

To define the overall look and feel of this game, the high-quality Unity will be used throughout the game development process. All engine code that is used must be stored in the engine code folder, separately from the game code folder.

All levels and characters must be animated within Unity. Each character will have a separate file stored within the “Character Models” folder.

**Graphics Engine**

To model characters and weapons, Maya will be used the entire time. All characters and weapons must be fully 3D.

The beginning of the game will have a Start Menu, where the player can choose to begin the game, resume from the last save point, or customize the game’s settings and options. When the game is paused, the player can choose to check their inventory, upgrade or switch a character’s weapon, restart from the last save point, or quit the game, with the consequence of losing all of the progress they have made since the last save point.

A green blood splatter particle must be used for any point in the game where the player kills a zombie. If a zombie kills a Necrophiliac, then a red blood splatter particle will be used.

Throughout the entire game, the camera must be showing a third-person point of view.