

Game Analysis Document: Zombie Horde

Video Game: Zombie Horde

I. Genre Definitions & Conventions

- **Genre or Genres**

- Zombie Horde is based off of Pac-Man, which is in the maze genre and casual genre.
- Maze Game
 - A maze game is a video game where the entire playing area is essentially a maze
 - Maze games require players to use quick action/thinking in order to beat the game
 - Players must think quickly and use the maze to avoid enemies
 - Players must go through every area in the maze in order to move on to the next level
- Casual Game
 - A casual game has simple rules, shorter play times, and less skill is required
 - Fun and simple to understand
 - Minimal controls are required to play and UI is easily understood

II. Game System Elements

Player Interaction / Mode

Singleplayer

Perspective

2D Top-Down (Direct)

Game Objectives

1. Collect all of the cans of food in the map without getting eaten by the zombies
2. Get the most points possible

Play

The user controls the human with the arrow keys, moving it around the map (for up to two levels) to collect all of the cans of food to gain points without being eaten by a zombie.

Rules & Mechanics

- **Setup Rules**

- Players press space to start
- They can only use the arrow keys to move up, down, left, and right

- They can only move on the road
- Player must collect all of the cans to get the most points possible without getting eaten by one out of the four zombies
- **Core Mechanic**
 - Users move the character to collect all of the cans while also avoiding the zombies
 - If all of the cans are collected in the first level, the user moves onto the second level. If they finish the second level, they win the game
 - There are two holes on the side of the map that connect to each other. If the player goes through one of the holes, they will end up on the other side of the map
- **Leveling Mechanic**
 - The zombie's speed increases in the second level
- **Point Scoring Mechanic**
 - The cans of food collected adds points to the player's score

Resources

Collecting the cans of food gives you points.

Boundaries

The boundaries in the game are the buildings, cars, trees, and trash cans. There is also a tan outline of the map. Players can only move on the road.

There is a hole on each side of the map, players can go through the hole and end up on the opposite side of the map

Outcomes

- Player gets eaten by a zombie in the first level
- Player gets eaten by a zombie in the second level
- Player collects all of the cans of food in the first level and moves on to the second level
- **Win Condition:** Player escapes the zombies by collecting all cans of food in both levels

III. Dynamics & Aesthetics

Dynamics

- Players can use holes on the side of the map to easily escape the zombies

Aesthetics

The 8 Kinds of Fun (article)	-- / o / X (none, minimal, significant)
1. Sensation	o
2. Fantasy	o
3. Narrative	--
4. Challenge	X
5. Fellowship	--
6. Discovery	--
7. Self Expression	--
8. Submission	X

This game employs mostly the challenge and submission aesthetics. The challenge of the game is collecting all of the cans and food while also avoiding the zombies. This challenge isn't too difficult and isn't too easy. The challenge is simple to understand and players clearly see the zombies movements. It's not too easy because each zombie has different speeds and movements. Players can also easily block out the world and focus solely on the game. Even though this game is challenging, the game doesn't ask a lot from the player which allows the player to get lost in the game..