

### Environmental Storytelling in Project Zomboid, Survivor Houses

- While exploring the overworld, the player can spot several houses that are barricaded.
- Zombies, both dead and alive, can be spotted inside of the house.
- Bodies, bleach, weapons, or any equipment can be found on the floor.
- TVs powered on are found inside of these houses, attracting the horde from the outside.
- Maps can be found on the corpses of other undead that lead the player into these houses. These maps hold notes that other survivors annotated on those same maps.

The player explores this environment in a walking/survival sim where they avoid the horde of Undead while trying to live another day during a zombie outbreak.

Scene 1: Houses with wooden planks in windows and doors can be spotted while traversing the underworld, making it get inside a difficult task, however, often a window is unprotected, allowing players to get inside. Players, if they approach undetected, can hear the zombies trying to break in and out of those houses.

Scene 2: These houses are found by killing undead and after searching those bodies for loot, players may stumble with annotated maps, which lead them to locations filled with particularly rare loot, such as plenty of canned food, weapons, and several tools that are otherwise extremely rare to find which are in perfect condition.

Scene 3: Zombies are dressed in a particular manner, depending on the area of the barricaded house, and are found inside of those houses. In a bathroom, players can spot zombies naked. In the bedrooms, players can spot zombies wearing pajamas. Moreover, there are diaries, notebooks alongside pens and pencils found in the drawers of those rooms. Except for one zombie who is dressed differently compared to the other ones.

Scene 4: Cars filled with gasoline and with car keys on them, which are insanely rare, alongside gas containers can be found in these locations in the porch or garages, of these houses or parking lots in specific locations of the world.

Scene 5: Players, once they make their way inside of a house, can stumble with corpses on the floor, some of those with a bottle of bleach by their side. Other cases can occur such as every single zombie inside the household is already dead and on the floor. Bloodstains can be seen on the floor, and one zombie has several guns, or other weaponry, on him.

Inference	Evidence
The survivors inside the house were trapped to their doom.	<ul style="list-style-type: none"> <li>• Every single entity in the house aside from the player is a zombie. (Scene 3)</li> <li>• The houses were so barricaded that if one of the members of the household was infected in secret, escape was impossible (Scene 1)</li> </ul>
Survivors were cocky about their odds at survival that they didn't bother themselves with defending or patrolling in case of a sneaky zombie.	<ul style="list-style-type: none"> <li>• Weapons in perfect condition are found inside of these houses. A weapon's condition and durability vary in the game, and yet the equipment found inside is, compared to most other places, almost untouched. (Scene 2)</li> <li>• A broken and unbarricaded window while the rest of the possible places to get inside are completely blocked. (Scene 1)</li> </ul>
Previous survivors couldn't take the pressure, and they decided to take matters into their own hands.	<ul style="list-style-type: none"> <li>• Survivors decided that they couldn't live in such a world filled with undead, and instead of having to live in it, they decided to drink bleach and commit suicide. (Scene 5)</li> <li>• One of the survivors in a group decided that making their companions live in such a world is too cruel for them, so they decided to kill them, so their companions died as humans, instead of being zombie food. (Scene 5)</li> </ul>
Survivors in these locations knew they were going to die and decided to leave a final message to the world, in case anyone was still alive.	<ul style="list-style-type: none"> <li>• Maps can be found in the overworld by killing zombies, these maps lead the player into specific locations of the world which may vary from barricaded houses, or locations where the former owners of those maps chose to hide their loot before their demise. (Scene 2)</li> </ul>

<p>Another survivor infiltrated the facility and wanted to take the loot for themselves, at the backs of the owners of the place.</p>	<ul style="list-style-type: none"><li>• The bodies on the floor have nothing but clothes, while there is a specific body that is filled with weapons, food, and car keys. (Scene 4 and 3)</li><li>• The infiltrator tried to flee the location by using their own car after looting the house but failed. (Scene 4)</li></ul>
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