

Version 1.0

July 23, 2015

Presented by: jUstin morritt & Matt Manton

London

Contents

[Warganism 3](#_Toc425425388)

[Theme / Setting / genre 3](#_Toc425425389)

[Core GamePlay Mechanics (Brief) 3](#_Toc425425390)

[Controls 3](#_Toc425425391)

[Monetization Model 3](#_Toc425425392)

[Monetization type 3](#_Toc425425393)

[Project Scope 3](#_Toc425425394)

[Game Time Scale 3](#_Toc425425395)

[Team Size 4](#_Toc425425396)

[Licences/ Hardware/ Other Costs 4](#_Toc425425397)

[Influences 4](#_Toc425425398)

[Television 4](#_Toc425425399)

[Games 4](#_Toc425425400)

[Movies 4](#_Toc425425401)

[Target Market & target PlatForms 4](#_Toc425425402)

[The Elevator Pitch 4](#_Toc425425403)

[Target Contact Demographics 4](#_Toc425425404)

[Platforms 4](#_Toc425425405)

[What sets this project apart 5](#_Toc425425406)

[Core gameplay MECHANICS (detailed) 5](#_Toc425425407)

[Mechanic #1 – Strategically place different types of babies 5](#_Toc425425408)

[Mechanic #2 – Collect Zombie Brains For Currency 5](#_Toc425425409)

[Mechanic #3 – Advance to new Stages And Levels Of Higher Difficulty 5](#_Toc425425410)

[Mechanic #4- Babies Will Fight Zombies 5](#_Toc425425411)

[Story and gameplay 6](#_Toc425425412)

[Story (BRIEF) 6](#_Toc425425413)

[Story (Detailed) 6](#_Toc425425414)

[Gameplay 6](#_Toc425425415)

[Assets 6](#_Toc425425416)

[2D Textures 6](#_Toc425425417)

[Art Samples 7](#_Toc425425418)

[SOUND (Ambient) 7](#_Toc425425419)

[SOUND (PLAYER/COLLISION) 7](#_Toc425425420)

[CODE 7](#_Toc425425421)

[ANIMATION (Environment) 7](#_Toc425425422)

[ANIMATION (Character) 8](#_Toc425425423)

[Menu and Game Layouts 8](#_Toc425425424)

[Differnce Between a Baby and Zombie 9](#_Toc425425425)

# Warganism

## Theme / Setting / genre

Warganism is a

## Core GamePlay Mechanics (Brief)

-

-

-

### Controls

## Monetization Model

### Monetization type

will be a free to play game

## Project Scope

### Game Time Scale

will be getting 2 Weeks total Coding Preparation. This includes everything from collecting all of the assets to programming it all into a functional game.

### Team Size

### Licences/ Hardware/ Other Costs

All assets will be using 100% open art. There will be no costs except for my time. As far as Hardware goes, this game should run on any Android phone with Android Version 4.0 and Higher.

## Influences

### Television

### Games

### Movies

## Target Market & target PlatForms

### The Elevator Pitch

### Target Contact Demographics

### Platforms

## What sets this project apart

## Core gameplay MECHANICS (detailed)

### Mechanic #1 – Strategically place different types of babies

### Mechanic #2 – Collect Zombie Brains For Currency

### Mechanic #3 – Advance to new Stages And Levels Of Higher Difficulty

### Mechanic #4- Babies Will Fight Zombies

## Story and gameplay

### Story (BRIEF)

-Adults have been turned into Zombies and the last survivors on earth are babies.

-Babies have to unite and protect what they believe in.

### Story (Detailed)

### Gameplay

## Assets

### 2D Textures

| Resource | Role | Source |
| --- | --- | --- |
| Buttons | Interaction, Navigation | Created by Photoshop CC |
| Backgrounds/Menus | Visual appeal / Emersion | Created by Photoshop CC |
| Sprites | Character Animation/ Effects | Created by Photoshop CC |

### Art Samples

### SOUND (Ambient)

### SOUND (PLAYER/COLLISION)

### CODE

### ANIMATION (Environment)

### ANIMATION (Character)

#### Player

#### NPC

### Menu and Game Layouts

### Differnce Between a Baby and Zombie