Lost and Dead

Game concept by:

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For High-Level Games Development Course (CE318)

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Overview

The main character of this game is a survivor in a zombie apocalypse setting and is trying to get back home after a "sort of" successful raid. The player's goal is #to safely reach the end of the map and meet up with his community. However, something more than just some zombies can be lurking in the shadows. Therefore, he has to manage his recourses, try and find more on the way back home and be careful.

Gameplay

On the way to the objective the player is going to meet lots of different types of zombies (slow, fast or bulky ones), as well as people who are not always friendly. The Zombie prefab has already been created in the prototype, represented by a green capsule module, able to follow the player, when he reaches the appropriate distance. The game starts with a player having an inventory which has a flashlight and some supplies like food, bandages and maybe guns with ammo (the inventory is going to depend on a difficulty level that user will have to choose before starting the game). Food and water is able to restore the Hunger and the Thirst bars, bandages – Health Bar. Also, Stamina bar will be included that is drained when character walks, runs, swims or attack with melee weapons, and restored, when character is stationary or eats food. (More about it is in "Interface" paragraph). The game is going to have a day/night cycle mechanic, which will change the way the player approaches certain tasks as it decreases both player's and human's NPCs' visibility but increases zombies' hostility. The only way to be able to see at night is to use a flashlight, which will have a limited battery, or stay in certain building. The player should not forget that sounds and a light source, especially at night, will attract the nearby enemies. It is still unsure, whether the second level is going to be a continuation of the same journey, another chapter of the story or an arcade mode where the character has to survive in a house against unlimited waves as long as possible.

The final map should not be linear. That means that even if there is the same end, there are a lot of ways to get to it and it is up to player's courage, amount of supply and strategic thinking to decide which route to take. For example, after climbing a hill the player can see a small enemy outpost in plains, which is hard to pass by. The outposts are the best way to gather supply, but they are full of enemies, which can be easier to sneak by during night-time. Instead, the player can go to the right and climb the steep mountain, however, it will take much more time, and there is still risk encountering zombies and freeze to death.

The time is the key. Due to an almost failed raid (more about it in the "Story" paragraph), some enemies can follow the player and attack at the convenient time or bring the backup, if the player stayed long enough at one place.

Interface

When the prototype opens, the player can see himself in a first-person survival/shooter game, which already has simple physics, collisions, gravity, WASD movement and jumping implemented in a prototype. Flashlight will have a separate energy bar, which will drain slowly when flashlight is used and turn off when the bar is drained fully. It can be recharged by finding batteries around the map. At the moment, the flashlight already exists in the prototype, later the feature to turn it off (by pressing F) will be added. The game is going to have a small inventory bar with a food slot, water slot, bandages slot and three melee/ranged weapon slots. The ammo will be stored in an ammo counter, represented by numbers. There is an idea of having a special slot for special items (like an alarm clock that can be thrown to distract enemies, additional light sources) but it is not decided yet. The game is going to have a day count (in addition a watch can be added as a special item to add an ability to look at the exact time to plan a next move).

Objectives

As it was mentioned above, the main goal is to get to the end of the map. However, it is not that easy and probably impossible to make a straight run for it, due to zombies faster than a player, dozens of enemy outposts and a presence of stamina bar. Therefore, the player is advised to take a slower route, making the right decisions at the right time. The character has only one life, which means dying will restart the game and other than enemies, character can die from hunger, lack of water and cold temperature (not sure about the last parameter yet), so looting the abandoned houses, robbing people is the way.

Look and feel.

Even though the prototype is built mostly with Unity starter assets, the plan is to change them for the final game and with that, switch the style of the game. The idea is to create completely new low-polygon models and animations for the final projects (Using Blender and Unity's animation feature). The game will have a simple, cartoony look model-wise, but will still have a mysterious atmosphere during the day and creepy at night. The design of zombies is in the works. The goal is to create a model, which, in spite of its simplicity, should make player feel somehow uneasy walking through the map at night.

 The addition of scary music, additional quiet sound effects such as steps, whispers and wind will completely change the pace of the game during night time, motivating the player to rather find a shelter and supply than blindly continuing the journey.

Zombie apocalypse setting, wars between communities and the basic plot were inspired by a popular AMC TV- show "The Walking Dead"

Story

The main idea of a plot is simple – a small group went to find supplies for their community. And even though the raid was successful, the group encountered another community bigger than theirs, which threatens to take their supplies and kill them afterwards. The group of protagonists spread out and the gameplay starts. The story of an enemy's community is still in the works and its detail depends on the amount of time left after finishing the main mechanics and the map. The presence of in-game cutscenes before and after the level is possible, using Blender. Upon reaching the end of the map, the player will get one of several ending, depending on how fast and under what circumstances the end was reached. For example, there will be a Good Ending if the player reaches the end quickly or the bad one when he gets too late(his community gets destroyed or he gets surrounded)

Used Assets

1. Standard Assets, by Unity Technologies (https://assetstore.unity.com/packages/essentials/assetpacks/standard-assets-32351)

2. Horror Music Background : https://www.youtube.com/watch?v=1nD3Sp_saz4