Morgan Hodge

CW2 3016 Pitch

My idea:

My idea is to have a scene with a zombie in the centre , the camera/player can move around the scene. The zombie will create noise such as growling etc. The scene will have dark lighting (moonlight) and sfx such as rain and lightning. I also aim to have the zombie in some type of scene like trapped in debris or something along those lines, I will do this once I have the initial idea in place though.

Sketch:

A cartoon of a person with a zombie garment

Description automatically generated with medium confidence