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| **Skyfall**  Ayush Anand | **Target Audience**: PG 12+  **Target Platforms:** PC  **Genre:** Adventure, Shooting  **Number of Players:** 1 |

# High Concept Statement

Okay, so here I am with Skyfall, a third person shooter RPG where you control the central character of a ranger and fight against blood-thirsty zombies!

The central character is a ranger, who roams around an isolated small town after it has been ghosted due to zombie invasion. He is searching for Amy, an 8-year-old girl who was not able to escape and is hiding somewhere from the zombies, terrified. You only have a limited amount of time before the zombies get to her. You have to save her!

The chief emotions that Skyfall aims to evoke in the player are those of fighting and shooting thrills, along with the sense of motivation that a young, innocent girl is gonna die if the player doesn’t hurry, and so the timer to evoke the feeling of restlessness!

The ranger has an M4, and he starts of well with 60 bullets! He can take headshots to kill the zombies in one blow, or hit them on the body that would take several bullets. The M4 works better if operated from a distance, so that if the zombies get too close, the bullets won’t hit them effectively.

But he has to be careful with the bullets, cause if they empty up, he will have to switch to hand combat, which means he will have to get close to the zombies and then they will have a chance to prey on him too!

The player can run and vault over only certain obstacles, such as roadblocks. The zombies can’t vault over the roadblocks, so if he can find a way to get through them and cross the roadblock, he is safe from the zombies from the other side at least!

The chief element that differentiates this from most common zombie invasion games out there is that has a strong time constraint, in which you have to search all over the town for Amy and kill the zombies to save her. Also, the bullets are limited so the player will have to use them wisely. As hand combat is much less efficient, they will try to take more headshots and save the bullets.

# Feature Set

* This will be a third person shooter/adventure RPG where the central character is a ranger.
* The ranger will be able to walk, aim, run, shoot and vault over certain objects.
* The ranger will have a M4 loaded with 60 bullets. Once it is out, he will have to search for an ammo crate for more bullets.
* The ranger can switch between M4 and hand combat. Hand Combat will require the ranger to be present close to the zombie to attack him and will be much less efficient than M4.
* The ranger can take headshots to kill the zombies with just a single bullet.
* There will be a time limit of 1 minute before which the ranger has to find and save Amy.

**Team Roles**

**Team Lead/Programmer**: I will be playing the chief programmer role and looking over the overall management of the project. The core mechanics and game development will be handled by me as well, taking inspiration from the game development course on Coursera and some YouTube tutorials.

**Game Designer/ Chief Animator:**

Xhitij Choudhary, a friend of mine who has been working with Maya and Blender for two years will be handling most of the game design. Also, if he is not able to deliver to his satisfaction due to any reason, I will be using standard Unity Assets. Also, I will use Adobe’s Mixamo animations for certain animations in the game.

**Design Influences**

The game dynamics derive a bit from World War Z, but only the basics like the aiming and vaulting systems. The game idea can face competition from other zombie invasion-shooter games like The Last of Us and Half Life.

But the game distinguishes itself from others in the genre by imposing a tight time hold on the character in which he has to fight the zombies as well as search for Amy and save her. The ammo is also limited so he can’t just go about shooting point blank at the zombies!

The game also designs for hand combat when the player runs out of ammo so that he is not completely helpless till he finds another crate of ammo. He may also find additional pick-ups like a First-Aid Kit which can boost his life or a distraction like fireworks to increase the time he has. But, he has got to do all this and save Amy within the very limited time he has

**Scope Management**:

* The highest priority will be on improving the combat skills and trying to inculcate different weapons like bow and arrow or cross bow to make the game more fun
* A topic of second priority would be extending the level, probably working on a second level which includes design improvements.
* A matter of equal importance is how to make the boss stronger and more deadly, and how to make the final fight more engaging.

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