**Game Title**

**Description**

“Game title” is an arcade style 2D game. The game is based on a zombie apocalypse horror story in a school field setting. The zombies are placed throughout the school field trying to approach the player’s character which there are bushes and trees along the way slowing them down. To survive this apocalypse and escape the field, the player needs to collect all the vaccines scattered and hidden throughout the field. Alongside the zombies, there also teachers dressed in blue and Hambies dressed in red. Hambies are zombies who have not fully turned, therefore, half zombie and half human. Hambies will be hidden in random cells through the field. If the player comes in contact with teachers, they will be guided to the vaccines that are hidden. On the other hand, if the player steps on the cells with hidden hambies, their health will decrease. Finally, if the player comes in contact with the zombie, they will instantly lose the game. There is also food plotted throughout the field for the player to collect which will increase their health.

Upon the player initially opening the game, they will have the option to go through a tutorial of the game, or to start the game directly. Once the player chooses to start tutorial, they will be shown a video portraying the back story of the game. The back story is described below.

**Back Story**

To be decided

**Project Plan**

Our team will start the project by first determining and finalizing the interface of the game including characters and items. We will then breakdown the features to be developed including:

* Animated video for back story
* Movement of players
* Attributes of characters (increase/decrease health, static/dynamic, size)
* Positioning of characters
* Option to pause, escape, skip tutorial
* Define hit areas

Goals before Phase II Due

1. Have finalized game interface with ‘Start’ and ‘Tutorial’ buttons
2. Have Complete animated video for back story