**Color code:  
  
Yellow - Quest  
Green - Dialogue  
Grey – Fail condition  
Blue – News item  
  
Game Start:**A strange illness spreads claiming lives all over the world. You are among the last standing places on Earth to fight back reclaim your lives back from the zombies.   
  
Select your character.   
  
{Insert different character customization options to select one among them as the player’s avatar in the game}  
  
  
Player is standing just outside his house – an abandoned building he is living in.  
  
{Movement tutorial} – Press WASD to move around

**WRECKED LANDS**

**FIRST EVENT: (Supply run)**  
The player is low on food and need to go to store to get some food supplies.  
  
Main character dialogue: “So hungry… I need to find some food. The disease is taking over the town. I hope I don’t run into zombies”   
  
{Insert quest to find food}  
  
  
“I should take the gun just in case.”  
  
{Player picks up the gun}  
As the player move towards the store, zombies approaches in distance.  
  
“Oh no! A zombie!”  
  
{Insert tutorial shooting quest} – Shoot the zombie  
  
More zombies will approach on the way as the player moves forward and a small wave near the store. (1 or 2 zombies in the way and then a small wave of 5-6 zombies should be nice to start – we can adjust this later)   
  
Player health depletes slowly with hunger…has to reach the store before he dies  
  
Player grabs the food item and also finds old newspaper at the store.  
  
  
*News report  
  
11 January 2300 – The bridge at the Freedom River collapsed this morning. The citizen heard a loud bang reporting several people and vehicles falling into the river as the result of a clash between an awry war machine and town folk. Serving as the vital transport point between the town, the collapse has disrupted the transportation of food, medical supplies and other essential items.*  
  
“This is going to be tough. I need to store supplies.” - Player can buy more supplies if he wants.   
  
**EVENT TWO: (Save NPC)**   
A muffled scream is heard in distance. “Help! Help!” A NPC character is seen running and screaming.

{Insert quest to save the NPC}  
  
The player will run to NPC location and shoot the zombies.  
  
{Insert enemy wave}  
  
NPC health depletes slowly. (Quest failed if NPC dies before you kill the zombies)  
  
NPC: “Thanks for saving me.”  
  
Player: “Are you alright?”   
  
(Blood spots on the road)  
  
NPC: “I fell while running. I think I scraped my leg.”  
  
{Insert quest to take NPC to Pharmacy/first aid}  
  
{Zombies on the way to Pharmacy}  
  
Leave the NPC at Pharmacy to complete the quest.   
  
  
**EVENT 3: (Save a child & pet)**

A child is stuck on the slide in the park with zombies surrounding the slide.   
  
NPC: “Bad zombie! Bad! Go away”  
  
Player has to kill zombies to reach the slide and rescue the child   
  
{Save the child from the zombies} (the child health depletes while the zombies attack them. Quest fails if the child dies.)  
  
Player: “The zombies are gone. Let’s get you home.”  
  
“Where do you live?”  
  
  
NPC points in the direction of the house (shift the camera to show house location and then shift back to current location)  
  
{Zombies on the way to the house}

NPC: “I am scared!”  
  
Player: “ I will keep you safe.”  
  
On reaching the house, the NPC sees their dog surrounded by zombies. The dog will be barking inside the fence so zombies can’t go inside.  
  
NPC: “ No!! The zombies are going to eat my dog!”

{Kill the zombies and save the dog}  
  
Player: “Your dog is fine now. Go inside & be careful.”

NPC: “Thank you!” and runs inside with the dog.  
  
**EVENT 4: (Save NPC & find lost item)**The player encounters a couple running away from zombies.  
  
Player: “Those people seem to be in trouble. I should help.”  
  
{Kill the zombies}  
  
NPC 1: “Thank you! Thank you for saving us.”  
  
NPC 2 looks at her hand and starts crying  
  
NPC 2: “Honey!! My Ring! It’s lost!”  
  
NPC 1: “Did you just loose our wedding ring?”  
  
The couple starts fighting.  
Player: “It must have fallen on the way. ”  
{Search for the ring and bring it back to the couple while zombies attack on the way}  
  
Timed event – The mission fails if you don’t bring back the ring in time and the couple will break up   
Player: “Here… I found your ring!”NPC 2: “Thank you! You found it!”  
  
NPC 1: “I’m sorry for shouting at you! I thought the ring was gone forever!”  
  
NPC 2: “I will keep it safe now.”  
  
**EVENTS AFTER BRIDGE REPAIR – move to harder area**  
**EVENT 5: (Broken bridge - prologue)** *The supplies will start depleting on this side. Player goes to the store which is running low on supplies.*

Player: “This town is starting to run out of supplies.”  
  
*Player finds another newspaper at the store.  
  
News report  
  
15 March 2300 – The town management has been unable to repair the bridge. The citizens are trying to grow plants and survive on stored rations. Amongst the continued unrest and the spreading disease, the repairs have been delayed for an undetermined time. Citizens are advised to store essentials and avoid food wastage.*  
“This bridge is still broken”

“I need to find a way to repair the bridge and go to the other side.”  
  
{Meet other survivors and talk about plan to repair the bridge.} – Zombie attack while searching for NPCs. NPCs will be located at various locations in the town. Meet at least 3 NPCs.  
  
Player: “Hi! The shop is running out of food. “  
  
NPC: “Why would I give you supplies in such a time?”  
  
Player: “I am not asking for supplies. We should try to repair the bridge ourselves.”  
  
 NPC: “What makes you think I know how to repair bridges”  
Player: “If we ask everyone around. We might be able to…”  
  
NPC: “I am not running around with zombies in the town.”

NPC: “Now bugger off! I have got enough troubles already!”  
  
NPC walks away to his house.

Player: “That didn’t go that well...”

{Meet NPC 2}  
  
Player meets the couple from the old quest outside the store.  
  
NPC 1: Are you here for the supplies too?  
  
NPC 2: Its finished. Just go back.  
  
NPC 1: If only the bridge could be repaired.  
  
Player: We should work together to build the bridge.  
  
NPC 2: Yes! We are protesting tomorrow to the town management. You should join us.  
  
NPC 1: Yes! You saved us last time. Maybe you can protect us during the protest.  
  
{Join the town protest to repair the bridge} – Kill zombies to save people while they protest. Get supplies and money as reward. Some NPCs may join to kill zombies.   
  
Days after the protest, nothing has happened. The shop has run out of supplies.  
  
*2 April 2300 – Despite the protests, the bridge hasn’t been repaired. Citizens face troubles, surviving on the stored supplies as the town sells out the last of its stocks.*   
  
{Meet NPC 3}  
  
A few days after the protest, a NPC talks to you.  
  
NPC: “Hey! Aren’t you the guy from the protest?”  
  
Player: “Yes! But nothing has happened. ”  
  
“I was thinking maybe we should do it ourselves.”  
  
NPC: “I used to be a civil engineer. We can try!”  
  
Player: “That sounds great!”  
  
NPC: “I will shall talk with the townsfolk to collect materials.”  
  
  
{Find materials and repair the bridge while zombies attack} – Bridge will repair while player works on it and will stop repairing while shooting zombies. Can be a timed event.  
  
Fail if time runs out  
  
- can be a multiple step event... One day u find planks… next you find cement etc. ( building repair meter like that of city villie or other town management games where you have to make building and they are built on percentage basis. Items can be collectable from map or can be sold in shop or the NPCs can bring the items and repair the bridge.)  
  
**EVENTS AFTER BRIDGE REPAIR – move to harder area**  
**EVENT 5: (Broken bridge)**  
  
  
Player: “Phew! The bridge is built”  
  
Player: “Shit! More zombies”  
  
Zombies: “Grrrrr….bleeh!”  
  
{Zombie waves crossing the bridge} – Kill the zombies  
  
NPC: “What is that thing!!??”  
  
{Introduce new enemy – Robots}  
  
Player: “Now we need to find a new place for shelter.”  
  
{Find a place to live & kill zombies on the way}  
  
Player and NPCs will go to the church on the other side of the town.  
  
**EVENT 6: (Going to church & return)**

NPC from Church: “Where are you guys coming from?”   
  
  
  
  
Player: “We came from the other side of the town.”  
  
NPC: “Nonsense! The bridge is broken since long.”  
  
Player: “We repaired the bridge!”  
  
NPC: “Impressive as it is. You can’t stay here.”  
  
Player: “But we repaired the bridge!

“That counts for something!”  
  
NPC: “You brought the whole town with you. We are hardly surviving our self. Go back!”  
  
{Return to the old town through the bridge} – The robots will now also spawn in the old town areas. You are able to buy supplies again from the shop.  
  
*1 May 2300 –The community rises to the occasion and the bridge repairs have been complete. The transportation route is now restored, however, it brings along new threats. The citizens are urged to remain careful in their movements.*   
  
**EVENT 7: (Explore new area /retrieve item from zombies)**

{Ask the player to explore the new area}

Player will go to the new area and see a group of people outside the church fighting.  
  
NPC 1: “How could you be so careless?”  
  
NPC 2: “The zombies were chasing me. I had no choice.”  
  
Player: “What’s going on?”  
  
NPC 2: “Great! Now he heard us too. The priest is going to throw me out.”  
  
NPC 1: “ You stole it so you bring it back!”  
  
NPC 2: “Hey! You are the buy who built the bridge!”  
  
“Help me!”  
  
Player: “It wasn’t me but what do you need?”  
  
  
  
NPC 2: “I was going out so I took the priest’s necklace.”  
  
The zombies chased me on my way back so I threw it on them and ran away.”  
  
“The priest is going to kill me now.”  
  
Player: “And if I find it.. What do I get in return?”  
  
NPC 2: “If you find it…I will give you some hidden supplies from the church.”  
  
Player: “Alright! I will find it for you.”  
  
NPC 2: “Thank you. It should be near the pizza shop.”

{Retrieve the priest necklace from zombies.} – Also kill the enemies on the way and safely get back to the church.  
  
NPC: “You found it!”  
  
Player: “Yes! Now give me the supplies.”  
  
NPC: “Reward? What reward?”  
  
Player: “The one you were supposed to give me.”  
  
Priest: “What’s happening here?”  
  
NPC: “This guy was stealing your necklace. I stopped him.”  
  
Player: “He’s lying! He is the thief”  
  
Priest: “You! You the same guy from that day!”  
  
Player: “What are you talking about?”  
  
Priest: “I remember you! The one who brought a whole town to take shelter here!”  
“We refused and now you steal the necklace!”  
  
NPC: “Yes! I will get rid of this thief!”  
  
Priest: “Good! I will go back to rest then!”  
  
Player: “Hey! We don’t have to fight.”  
  
  
NPC: “Get Ready!”

{Fight between NPC & player}   
  
NPC (tired and panting): “Spare me! I will tell the truth!”  
  
Player: “Do the right thing!”  
  
NPC tells the whole story to the priest.  
  
Priest to NPC: “You caused so much trouble. I will deal with you later! Go repent for your sins”

Priest to player: “You can stay here as compensation for this. Here’s some supplies to help you.”  
  
**Event 8 - Sick child & mother**Player walks around the mostly destroyed houses here and will find a woman in distress.   
  
Player: “Hello!”  
  
NPC: “Help! Help!”  
  
Player: “What’s wrong?”

NPC: “My child is sick. I can’t leave him alone. Can you please find us some food?”  
  
{Insert quest to find the food } –Player arrive in the food market and takes back food to the woman.  
  
The woman offer to stay there and some supplies as quest completes.  
  
  
**Event 9 - Sick child & mother (part 2)**The next day player goes back to check on the lady and watches the mother giving medicine to the child. It’s the notorious forever elixir.  
  
Player: “Why are you giving that to him? Isnt that the Forever Elixier?”   
  
NPC: “Yes! But I don’t have a choice. Sam’s disease has no other cure.”  
  
Player: “You do know that’s not a cure.”  
  
NPC: “It keeps him alive. I can’t let my child die.”  
  
“There is a factory here where I could find some for free. But these days he has gotten worse and the danger loams around.”  
  
Player: “I wish I could help!”  
  
NPC: “ If you could bring more of these somehow. I could stay with my child a little longer.”  
   
{Quest to find forever exilier in the destroyed factory} – Make it hard to find, destroyed medicine boxes etc. and enemies in the area.)  
   
Player thoughts “I am worried what the Elixier might do to him”  
  
Player will find the elixir and will be introduced to a new enemy type, Wormers on the way  
  
Player: “What is this??” (Show the new enemy in distance)   
  
{Kill the new enemy – wormers}  
  
Player will return with the medicine.  
  
Player: “Here! I got the medicine”  
  
NPC: “He’s barely conscious.”  
  
The child is sweating and developing rashes as the mother injects him with more medicine.  
  
Player: “It’s ….. It’s the side effects.”  
  
NPC gasps – “Sam! You can’t!”  
  
Player: “Get away from him!!”  
  
NPC: “How can I leave my child?”  
  
{Fight with NPC}

The player locks the child in a room, with a glass window and the child turns into a zombie  
  
NPC (crying): “He is suffering because of my choices!”  
  
Player: “You did what you could. It’s not in your control”  
  
NPC: “I thought I was saving him. It happened so fast.”  
  
Player: “We need to move to a safe place.”  
  
NPC: “I can’t just leave him here.”  
  
Player: “He’s a threat to you and everyone now.”  
  
NPC: “I can’t….”  
  
Player: “You can end his suffering or leave him be…”  
  
NPC: “How can you say that? I wouldn’t want to live without him”  
  
Player: “We have to make hard choices sometime.”  
  
{Take the mother to the church to settle}  
  
**Event 10 - Sick child & mother (part 3)**Some days later, another NPC runs towards the player  
  
NPC: “ You know! The mother… she went to look for her child”

“She will bring that zombie here to kill us all!”  
  
Player: “Relax! I will go look for her.”  
  
{Look for the mother, enemies waves in the way}  
  
On reaching the player will find that the mother has killed both herself and the child. Player will find a crumpled paper in her hand  
  
*Even in the end, I make a selfish choice. Sam! You are everything to me. You are my only child.   
So I am coming back. I won’t abandon you and live myself.   
  
I hope you can forgive for the time I abandoned you. Every time I closed my eyes, I imagined you in that closed room…all alone. So return, to free you and to condemn myself for leaving you.*  
 **Event 10: Curious NPC find new enemy***10 August 2300 – The ongoing zombie situation takes a new turns as the locals discover the mutation in animals. A new specie of the desert creature has been discovered, popularly called “Wormers” by the local community. It is believed that these new species are evolved as the result of the radiation and effects of the remnants of the elixir in the area. Citizens are advised to keep their distance as the authorities analyze their behavior.*Player: “The news seem to be late. I already encountered this one.”  
  
Player finds some NPCs talking about the new enemy.NPC 1: This seems interesting!  
  
NPC 2: “Dangerous. Not interesting!”

NPC 3: “We survived the zombies.. This is nothing!”  
Player: “Are you sure? I have seen one.”  
  
NPC 1: “Someone like you? Then surely it’s not that dangerous”  
  
NPC 2: “Hmmm.. Maybe we can see them too then.”  
  
Player: “I just told you its not safe.”  
  
NPC 3: “Well you are alive! We will be fine too. Let’s go guys!”  
  
{Follow the NPC’s to the enemy location}  
  
NPC’s shocked to see the new enemy.  
  
NPC 2: “Help! I told you guys it was dangerous.”  
  
NPC 1: “This looks nothing like the pictures”  
  
{Save the NPC’s}  
 **ENDING QUEST – Evacution Choas**

*25th November 2300 – The mutations have spread wider and now seen in the urban dwellings, increasing the danger more than ever. Considering the new situations, the authorities have advised citizens to evacuate the city as soon as possible.*The player sees large groups of people heading for the train station to evacuate the city.   
  
Player: “I should move out too. The situation seems bad.”  
  
{Random enemy attacks in big waves}  
  
After the enemy waves, the player will reach the station with large amounts of people fighting amongst themselves, shoving and killing each other to get the train tickets.   
  
Player: “The situation is getting out of control”{NPC attacks player}   
  
Player reaches the ticket booth and sees the unbelievably high ticket price. People still fighting around.  
  
{Mission to steal tickets from another person} – Fight an NPC and steal his tickets.  
  
Train arrival.  
  
Almost full train and people climb on the roof and windows…  
  
{Run to reach the train on time and kill the lurking zombies who try to get on train}  
  
Final cut scene – the train leaves the city as the zombie creatures try to follow it, some people falling down onto the tracks and others are pleased to escape and survive.   
  
  
**RANDOM FUN EVENTS  
1.**Player hides inside a building to escape from zombiesZombie: knock knock   
Player: who’s there  
 Zombie: zombie...   
Player: zombie who...   
Zombie: zombie i am eating you   
  
{Player has to come out and fight zombie wave}  
  
Player: “That was a cool zombie.   
  
Alas! I had to kill him.”  
  
**2.**   
  
Place this event in a somewhat safe area.  
Player meets an old NPC cursing.  
  
NPC: “There have been some strange zombies now.”  
  
Player: “What happened?”  
  
NPC: “I was in my backyard, a zombie jumped from behind a tree. I ran back inside the house.”  
  
Player: “Well! That is a bit strange.”  
  
NPC: “Nothing is in such a time. I will go back now.”  
  
Player moves around a bit.  
  
NPC zombie jumps from behind some crates: “Grrr!! Bleh bleh…”

Player (shocked) – This doesn’t look like a regular zombie  
  
NPC: “Grrrrr! Grrr!”  
  
Player points the gun at the zombie.  
  
NPC takes off his custome. “Wait! Wait! Don’t shoot me!”  
  
Player: “ You little prankster! Almost killed you!”  
  
NPC: “It was a joke!! Hahahhah. Look you thought I was a zombie!”  
  
Player: “ That is a dangerous joke! What you a real zombie showed up or worse you got killed!”  
  
NPC: “I know but I have been so bored since this started.  
I have been stuck at home.”  
  
Player: “You can still do things at home.”  
  
NPC: “Alright! Will you come play games with me then?”   
  
Player: “Look! A Real zombie!”  
  
{Kill some zombies approaching}  
  
NPC: “Oh no! Save me!”  
  
Player: “See! You shouldn’t make jokes like these!”  
  
NPC:” I’m sorry! I won’t do it again!”