Act 1, Tutorial:
Player “wakes up” (starts) in Eaton 1005c
Thought bubble appears - “Oh man I must have fallen asleep working on my Capstone project… speaking of which that class starts in 2 minutes I better get there fast”
Objective marker appears leading out door to main hallway and then down the big stairs
Give tutorial on going up to room transition rect and how to use it to go to another room
Tell user to “go down the stairs” (to eaton g level)
Single (normal) zombie in middle of hall
Thought bubble appears “what is that thing!” – (! jump animation on character)
Give tutorial on melee attack
Player needs to kill zombie
Player then directed to go into eaton1 room-
Dr Johnsin is in there behind a fortified wall
Directed to go up to the wall
“Hey you’re not a zombie”
He tells you that the zombie outbreak has infected all campus so far
The outbreak is actually a large amount of ai controlled nano bots that are trying to take over world
…
Give back story and quest to find pieces of door code to where possible cure might be
Also gives more weapons
Leave room

Offices across the hall have a mini boss and “failsafe algorithm” that can be used to get a different ending. Also one of our dead bodies

Act 2, Dr Eater:
Dr eater boss in this act and one part of door code
Introduce the fast zombie halfway through this
Boss fight takes place at top floor of Eaton
After boss fight find another one of our dead bodies (Probably Seth’s) with a piece of the door code

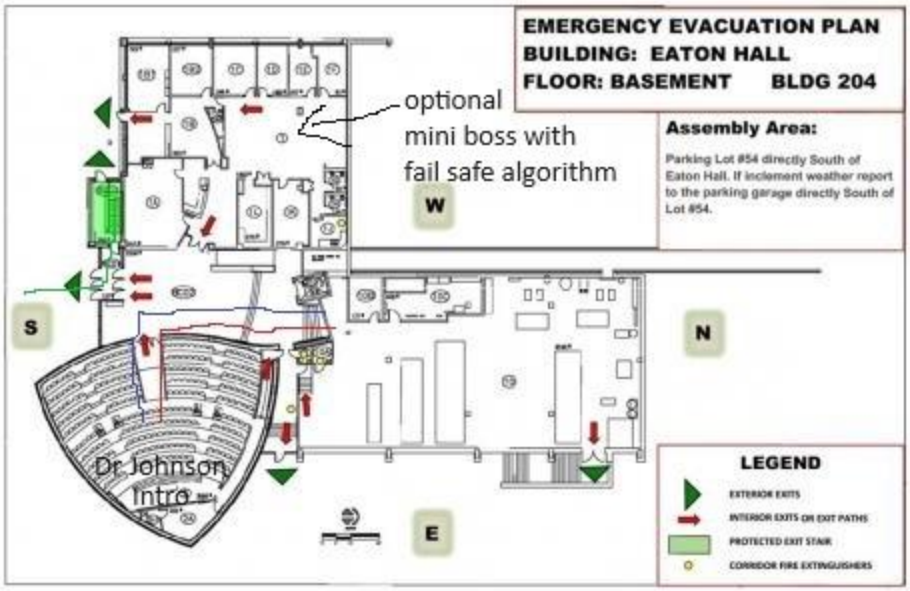
Act 3, Dr Zomb:
Boss fight in leep2 lecture hall 2…
Introduce “toxic zombies” - these will have a poison damage small initial damage on hit but more damage over time after being hit
Zomb launches toxic aoe attacks that deal damage over time
Additional Zombies will also be spawned during this boss fight
After boss fight find another of our dead bodies with a piece of the door code

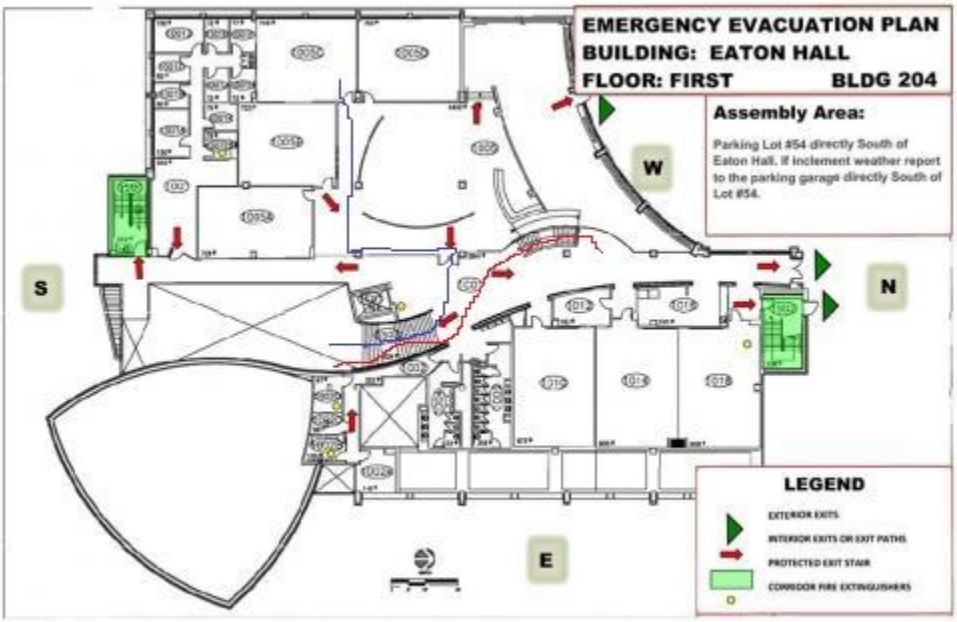
Act 4, Dr Gibbones:
Boss fight in leep2 g
Introduce bone armor zombies- like normal zombies but with a lot more health
After beating gibbones find another of our dead bodies with piece of door code.

Act 5, Go outside:
After beating Gibbones go out of leep2 front door
Introduce bat- small moves a lot hard to hit
Have a unsimple path outside of crashed cars and fallen trees and other debris
In this path you can find a working car and take it to leave- unlocks bad ending of just leaving and world will fall to zombies but you escaped
Enter building through eaton front entrance
Can unblock other side of entrance to go further in and get the "Failsafe algorithm" from the offices
And go up stairwell to top floor.

Act 6, Cure:
Dr. Johnson waiting for you by keypad
If you have all 3 door code pieces you go into the 582 room.
One of the computers is still unlocked and running a program
Johnsin goes to it
He says he can shut down the AI zombies - if you don't have the failsafe algorithm he does this
Tons of zombies start coming and you have to defend Johnsin while he shuts down the zombies.
If successful unlocks the neutral ending all zombies die but you don't save the people already infected.
If you have the "Failsafe algorithm" Johnsin uses that to safely shutdown the ai in everyone "curing" them.
The program recognizes this algorithm though and infects Johnsin while the algorithm runs
You then have to do the hardest boss fight of beating Dr Johnson
Upon defeat you get best ending curing everyone.

Rough Path
This is a rough path. If the path is going through a hallway we should add obstacles such that the player must move through the different classrooms in the hallway.
On the first image the blue line is for Act 1, the red color is for Act 2, and the green for Act 6


EMERGENCY EVACUATION PLAN
BUILDING: EATON HALL
FLOOR: BASEMENT BLDG 204
optional
mini boss with
fail safe algorithm
Assembly Area:
Parking Lot #54 directly South of Eaton Hall. If inclement weather report to the parking garage directly South of Lot #54.
W
S
N
Dr Johnson
Intro
E
LEGEND
EXTERIOR EXITS
INTERIOR EXITS OR EXIT PATHS
PROTECTED EXIT STAIR
CORRIDOR FIRE EXTINGUISHERS


EMERGENCY EVACUATION PLAN
BUILDING: EATON HALL
FLOOR: FIRST BLDG 204
Assembly Area:
Parking Lot #54 directly South of Eaton Hall. If inclement weather report to the parking garage directly South of Lot #54.
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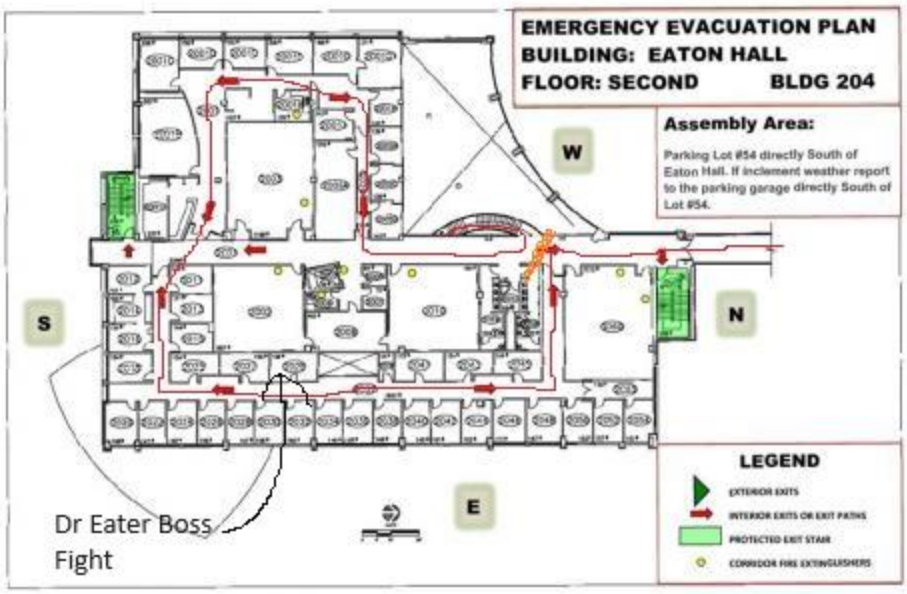
LEGEND
EXTERIOR EXITS
INTERIOR EXITS OR EXIT PATHS
PROTECTED EXIT STAIR
CORRIDOR FIRE EXTINGUISHERS


EMERGENCY EVACUATION PLAN
BUILDING: EATON HALL
FLOOR: SECOND BLDG 204
Assembly Area:
Parking Lot #54 directly South of Eaton Hall. If inclement weather report to the parking garage directly South of Lot #54.
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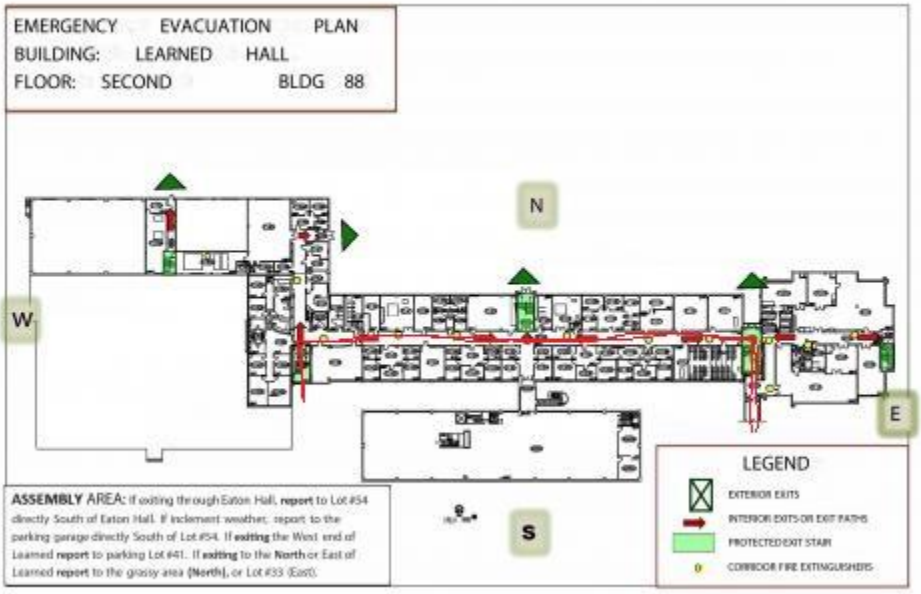
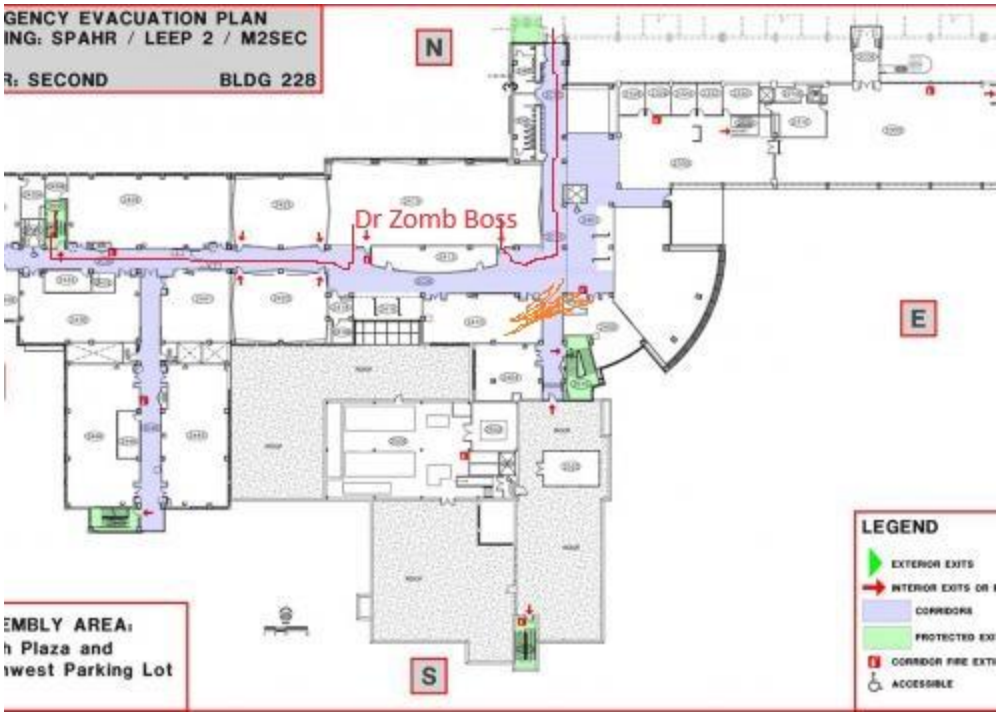
S
N
E
Dr Eater Boss Fight
LEGEND
EXTERIOR EXITS
INTERIOR EXITS OR EXIT PATHS
PROTECTED EXIT STAIR
CORRIDOR FIRE EXTINGUISHERS


EMERGENCY EVACUATION PLAN
BUILDING: LEARNED HALL
FLOOR: SECOND BLDG 88
N
W
E
S
LEGEND
EXTERIOR EXITS
INTERIOR EXITS OR EXIT PATHS
PROTECTED EXIT STAIR
CORRIDOR FIRE EXTINGUISHERS
ASSEMBLY AREA: If exiting through Eaton Hall, report to Lot #54 directly South of Eaton Hall. If inclement weather, report to the parking garage directly South of Lot #54. If exiting the West end of Learned report to parking Lot #41. If exiting to the North or East of Learned report to the grassy area (North), or Lot #33 (East).


GENCY EVACUATION PLAN
ING: SPAHR / LEEP 2 / M2SEC
R: SECOND
BLDG 228
N
Dr Zomb Boss
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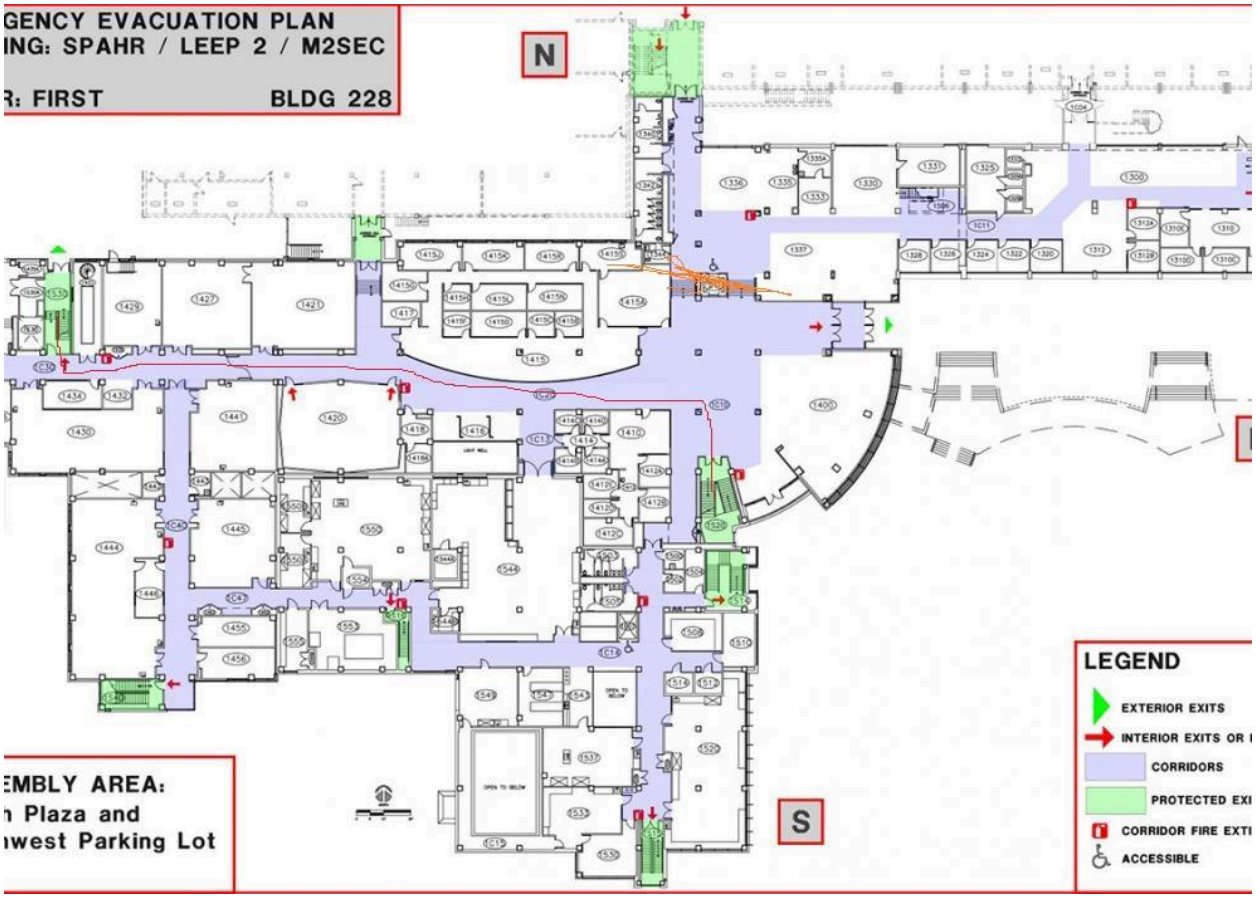
LEGEND
EXTERIOR EXITS
CORRIDORS
ACCESSIBLE
EMBLY AREA:
h Plaza and
nwest Parking Lot


GENCY EVACUATION PLAN
ING: SPAHR / LEEP 2 / M2SEC
R: FIRST
BLDG 228
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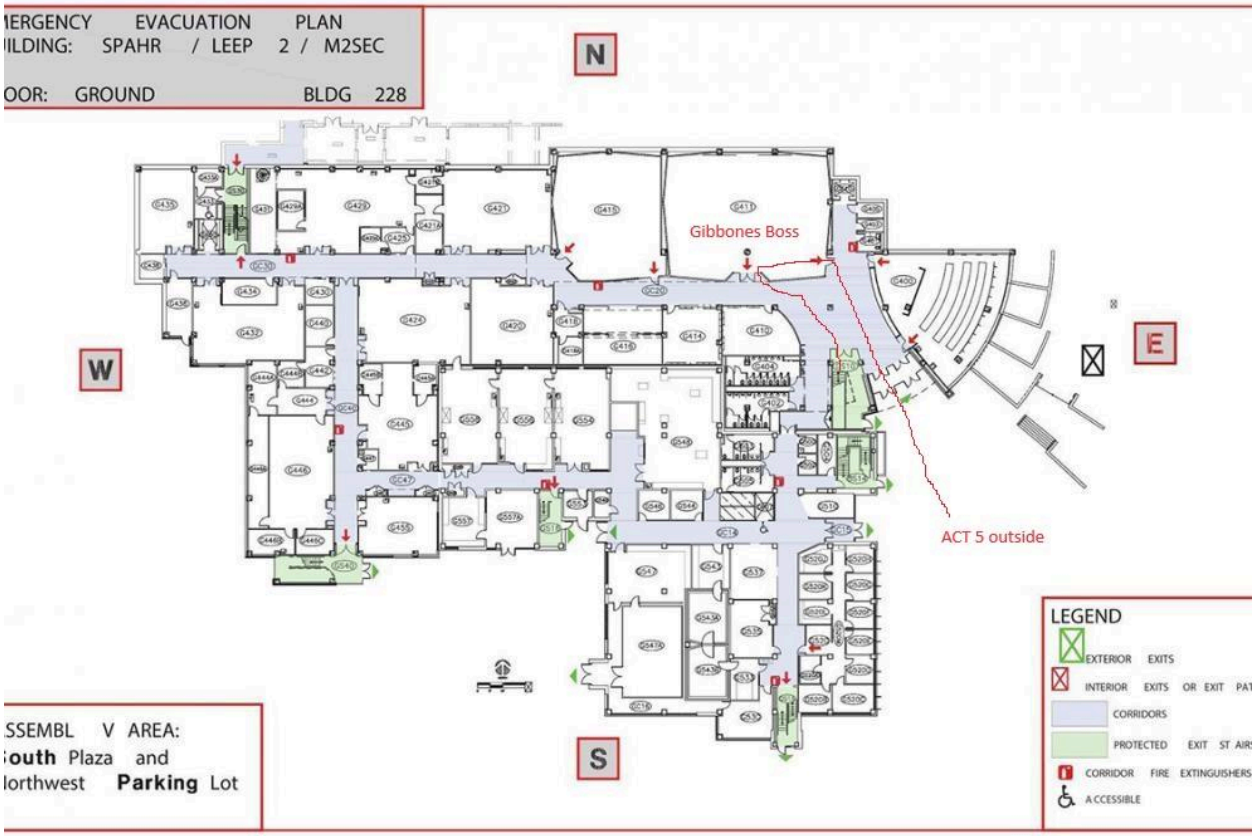
EMBLY AREA:
n Plaza and
nwest Parking Lot
LEGEND
EXTERIOR EXITS
INTERIOR EXITS OR
CORRIDORS
PROTECTED EXI
CORRIDOR FIRE EXTI
ACCESSIBLE


ERGENCY EVACUATION PLAN
ILDING: SPAHR / LEEP 2 / M2SEC
OOR: GROUND BLDG 228
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W
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Gibbones Boss
ACT 5 outside
SSEMBL V AREA:
outh Plaza and
lorthwest Parking Lot
LEGEND
EXTERIOR EXITS
INTERIOR EXITS OR EXIT PA
CORRIDORS
PROTECTED EXIT ST AIR
CORRIDOR FIRE EXTINGUISHERS
ACCESSIBLE