**Games Dev – Game Brief** (B00315699)

The game that I would like to take forward for our GDD is our own take on a zombie survival game. There are many ways we can take this forward. However, what I had in mind was a large-scale survival game such as PubG. By this I mean a large open map that pits players not only against themselves, but (in this game specifically) zombies and with that a time limit.

My idea for this is that although the zombies can be found throughout the map, the main “Horde” will be the driving force. The main horde will the drive the players to what would be known as the extraction point on the map, more or less the goal. However, it is not only about reaching this point in the large map but being one of the few players who can actually succeed. It isn’t set in stone yet, but for example let’s just say it’s a boat, a small boat. With only 5 available spaces, and if we go with the PubG standard of 100 players per game. It will force players to scavenge for supplies and weapons to survive the zombies, but also to hunt down fellow players so that they can make it on the boat. I think that by adding in these aspects it will help eliminate a main factor that a lot of players dislike. That being “camping”, or simply put players staying in a single advantageous location that is difficult for other players to kill them from without dying themselves. As now players must worry about not only the main horde but wandering zombies. Making the game fast paced and exciting to not only play but to watch.

**Pros & Cons**

Many opportunities to design different areas, weapons, zombies and characters etc.

Genre of game already proven to be popular.

Can easily include a story mode if were able to in time limit.

There are many survival and/or zombie games to gain inspiration from.

Will have to work hard to show the games individuality as there are already popular game in this genre.

May be difficult to make a prototype as it is a FPS, but making the game environment is very possible in Unreal.