Zombie Toys

GAME DESIGN DOCUMENT

Unity Certified Associate Courseware

Contents

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Game Overview

Title: Zombie Toys
Platform: PC Standalone + iOS & Android
Genre: Endless 3D survival shooter
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Release date: April, 2016
Publisher: Unity Technologies

Zombie Toys is a third-person endless survival arcade game where the Player is a child (boy or girl) who has awoken to discover that all their toys have come to life and become zombified. Now the Player must survive by avoiding the zombie toy enemies. They may accrue points by utilizing a special remote control toy to attack the zombies in one of four different ways (Lightning Ray, Freeze Ray, Stink Bomb, and Slime). Using points accrued through the various attacks, the Player may also spawn Allies, which currently include a Sheep. The Allies will help the Player avoid the zombie toys and survive in the game.

High Concept

Zombie Toys sets the Player in a magnified children's room where he/she is attacked by their own zombified toys. Zombified plush animals are coming from everywhere, looking for you. Fight back with your remote control toy! Use the Lightning Ray to blast them, the Freeze Ray to temporarily immobilize them with ice, drop a Stink Bomb in their way and watch them run, and launch a Slime attack to keep them busy.

Unique Selling Points

- Stunning particle effects
- Unique story
- Multi-platform

Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE
OS: Windows XP SP2+, Mac OS X 10.8+, Ubuntu 12.04+, SteamOS+
Graphics card: DX9 (shader model 2.0) capabilities; generally
everything made since 2004 should work

ANDROID
OS 2.3.1 or later;
ARMv7 (Cortex) CPU with NEON support or Atom CPU;
OpenGL ES 2.0 or later.

Competence Titles

Survival Shooter by Unity Technologies

Synopsis

In a bad dream, all your plush toys have become zombified. You are the sleeping boy or girl who finds themselves surrounded by these creatures and under attack — there is no escape, you must fight back!

Game Objectives

The objective of the game is to survive for as long as possible, while attacking Enemies and scoring points.

Game Rules

The game level is a closed environment set in a child's room where the Player is attacked by fluffy zombified toys. The Player can move around and attack these Enemies with 4 different Weapons (see *Weapons*). In this level, there are different spawn points from which the Enemies originate. Each Enemy has a different behavior and will try to defeat the Player (see *Enemies*). The Player scores points by killing Enemies: the number points earned depends on the Enemy type. After collecting a specific number of points (see *Allies*), the Player can spawn an Ally who will help him for a limited amount of time.

Game Structure
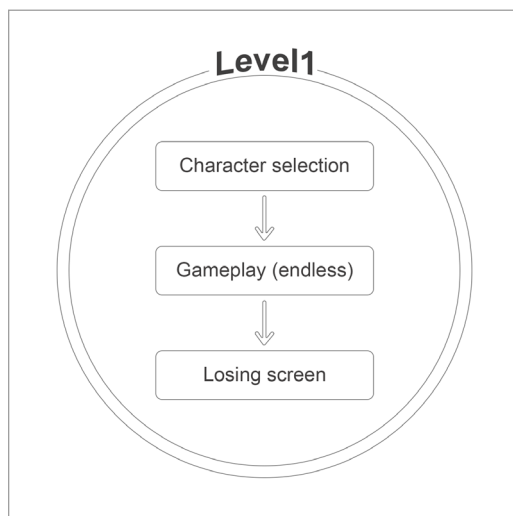
Gameplay

Game Controls (PC)
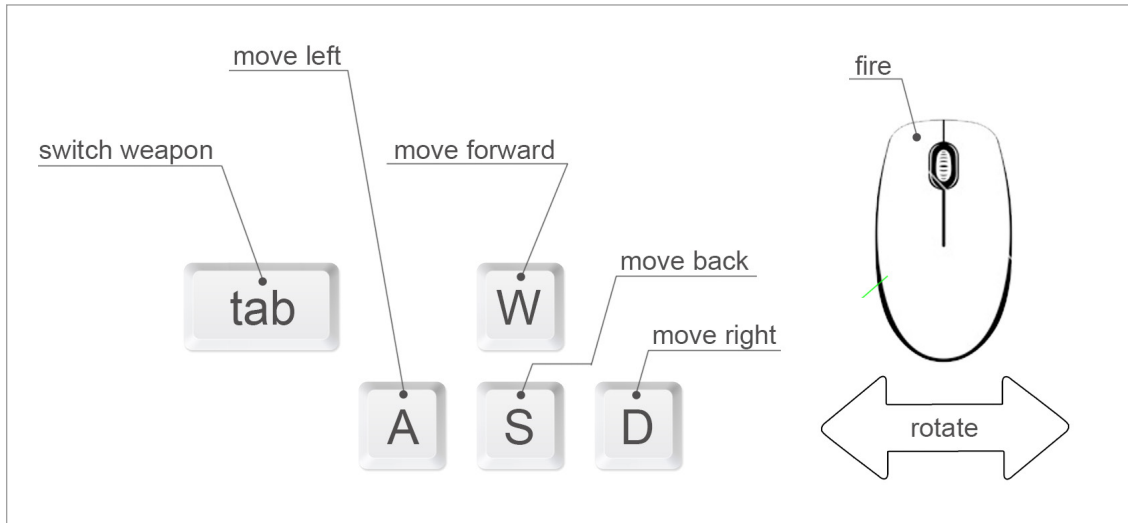
Game Controls (Mobile)

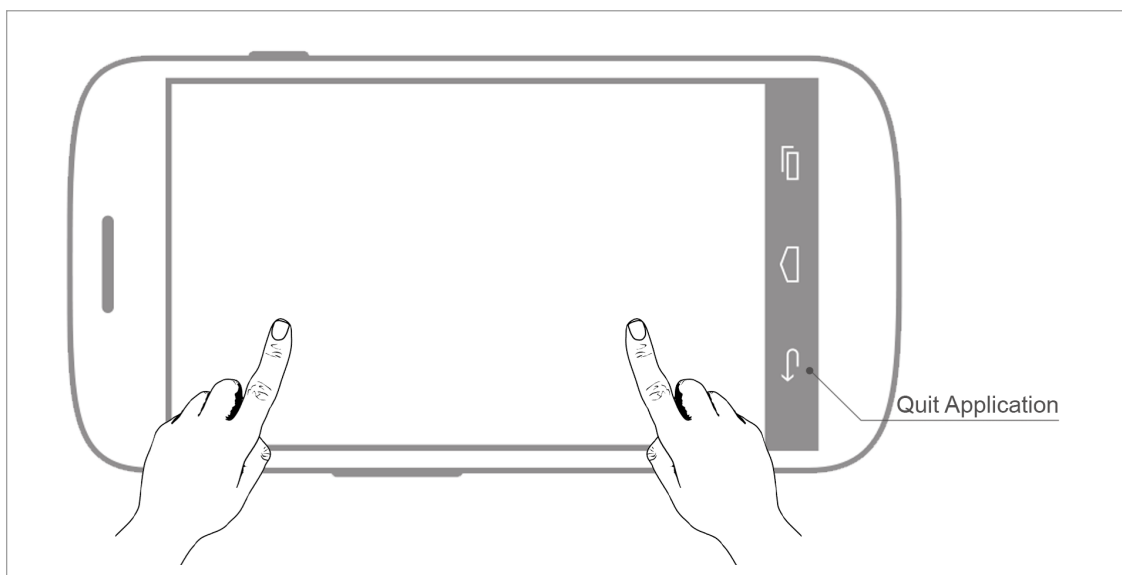With touch control, the Player will use two fingers to move the character, aim, and attack. The first finger that presses the screen will move the character, while the second finger that presses the screen will make the Player attack (i.e. fire/shoot) in that direction.

Game Camera

When the game starts, the camera will focus on the two characters the Player can choose from. The camera will remain still while the Player chooses a character to play with.

After the selection is made, the camera will turn 180 degrees and will continue following him/her from a fixed point of view. The camera will not rotate with the Player's movement.
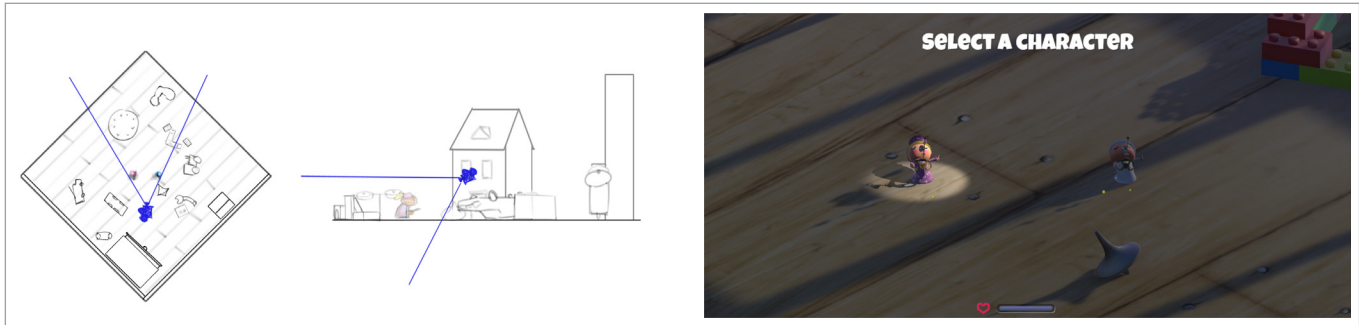
The background will be seen from a 3/4 perspective but for convenience it will be rotated by 90 degrees so that the camera can use the global coordinate system.

The camera will not turn when the Player does, so we get to see him/her from different angles as the scene maintains the same camera view.
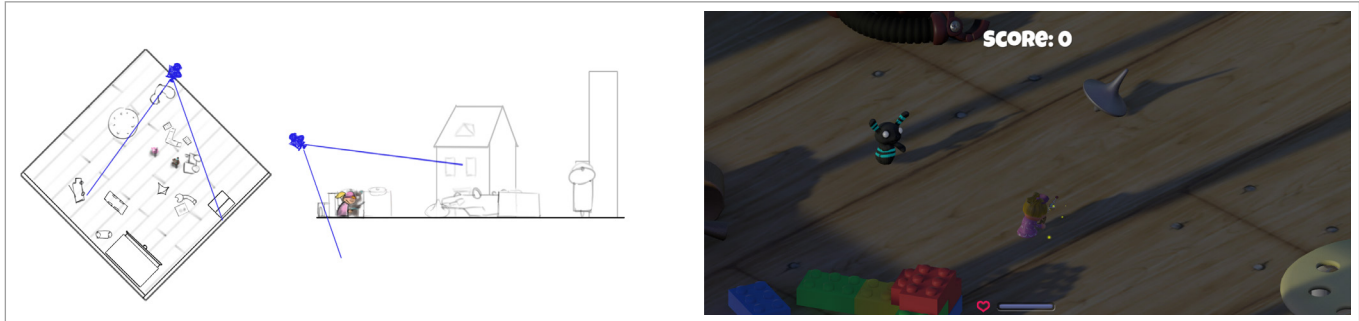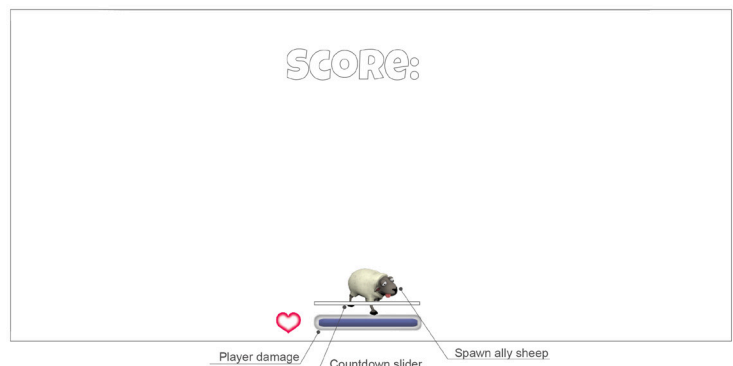

HUD

PLAYER DAMAGE
Indicates the amount of life the Player has

COUNTDOWN SLIDER
Displays the Weapon recharging time (time depends on Weapon)

SPAWN ALLY SHEEP
Displayed when the Player reaches certain amount of points. When clicked, an Ally Sheep will be spawned into the game.

Player

Player Characters

The boy and girl live a wonderful life at their age of 4. They have a great room where they sleep at night. Problem is, their parents have given them too many plush animals without noticing that at night they all become zombified!

Player Metrics

Speed: 6
Max Health: 100
Attack Damage: N/A
**Time to attack:** Depending on weapon

Player States

Idle: The idle state is s cycled animation where the Player is yawning. It plays back when the Player remains still.

Move: The movement animation will cause the character to bounce with little jumps. It will be triggered when the Player moves the character.

Death: The death animation will make the character fall backwards when their life reaches zero.

Player Weapons

The Player has 4 different Weapons to attack the Enemies, each with a different effect.
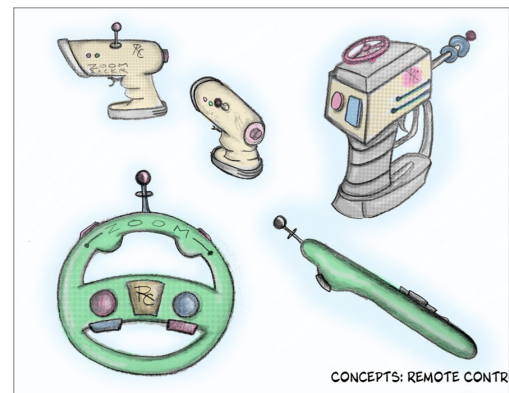
WEAPON	DESCRIPTION	EFFECT ON ENEMY	COLLDOWN	RETICLE
Lightning Ray	Fires a Lightning Ray effect from the Player RC in the direction of the mouse cursor	Restores 50 to the health of the Enemy	1	No
Freeze Ray	Fires a Freeze Ray effect from the Player RC in the direction of the mouse cursor	Freezes a maximum of 20 Enemies, so they cannot move	0	No
Stink Bomb	Launches a Stink Bomb effect to the position of the mouse cursor	Causes the Enemies (in a distance of 9u) to turn around	5	Yes
Slime	Launches a Slime effect in the direction of the mouse cursor	Launches a slime ball that sticks to the Enemy and hurts them	3.5	Yes (snaps to closest Enemy)

Character Line-up

NPC Enemies

The Enemies spawn from different spawn points located in the environment (see *Level Design*). They are constantly searching for the Player. When they get close to the Player, they attack, producing different amounts of damage, depending on their type. All of the Enemies react equally to the different Weapons (see *Weapons*) and to the Allies (see *Allies*).

Clown

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
3.5	150	25	30	1.5

ZomBear

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
3.5	100	10	10	0.5

ZomBunny

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
3.5	100	10	10	0.5

ZomDuck

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
3.5	120	20	20	1

Hellephant

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
3.5	200	50	35	2

Enemy States

All Enemies possess the same behavior and states, as described below:

Idle: The Enemies play the Idle state, only when the Player is dead, while seeing the losing screen, and before restarting the level.

Move: While the Player is alive, all enemies will be in the Move state, heading in the direction of the Player or Ally.

Death: Death happens when the Enemy sustains too much damage from an attack.

Enemy Spawning

Each Enemy has its own spawn point (see *Level Design*) and will spawn at a certain rate. An Enemy will only spawn if there are fewer Enemies of that particular type than others in the scene at that moment.

ENEMY	SPAWNPOINT	SPAWN RATE	MAX ENEMIES
ZomBunny	ZomBunnySpawnPoint	5	4
ZomBear	ZomBearSpawnPoint	6	3
Hellephant	HellephantSpawnPoint	10	2
ClownSpawnPoint	ClownSpawnPoint	15	2
ZombieDuck	DuckSpawnPoint	10	2

NPC Allies

Allies are animals the Player character trusts. They are in the game to help the Player survive. After the Player accumulates the required amount of points, the Player may elect to spawn a Sheep Ally. Once spawned, the Player will lose some points and the Sheep Ally will assist the Player for a finite period of time. When spawned, all the Enemies will be attracted to the position of the Sheep, as the Sheep moves through the scene. At this time, the Player will be able to attack the Enemies without being attacked in return.

Sheep

SPEED	DURATION	COST
3.5	10 seconds	30 points

Ally Spawning

When the Player reaches a specific score (see *NPC Allies* sheet), a button will appear in the GUI with the shape of the Ally. When clicked, the Ally character will be spawned from its spawn point (see *Level Design*).

Art

Setting

The game takes place in the children's room. Because the children have been shrunk down to the size of the toys, everything in their surrounding environment looks very large. A collection of static toys dispersed around the floor serve as obstacles.

Level Design

The level consists of the children's room, with toys (dispersed around the floor) that will act as obstacles for the Player and for the Enemies. The toy elements (that serve as props) are placed so the Player can not be occluded easily when they move behind one.

There will be four (4) different spawn points in the level. Each spawn point is displayed as a green circle in the scheme (*shown right*). Enemies will appear from these spawn points at a precise rate.

Audio

NAME	CATEGORY	DESCRIPTION
music_rev1_loop_01	Background music	Plays during the game
Lightning Zap	FX	Lighting Attack fire
wpn_elec_attack_01	FX	Lighting Attack fire, variance 1
wpn_elec_attack_02	FX	Lighting Attack fire, variance 2
wpn_elec_attack_03	FX	Lighting Attack fire, variance 3
wpn_elec_hit_01	FX	Lighting Attack hits something, variance 1
wpn_elec_hit_02	FX	Lighting Attack hits something, variance 2
wpn_elec_hit_03	FX	Lighting Attack hits something, variance 3
wpn_gas_attack_01	FX	Stink bomb Attack fire
wpn_gas_attack_loop_01	FX	Stink bomb Attack smoke
wpn_gas_equip_01	FX	Optional (sounds when weapon is selected)
wpn_gas_hit_01	FX	Stink bomb Attack hits something, variance 1
wpn_gas_hit_02	FX	Stink bomb Attack hits something, variance 2
wpn_gas_hit_03	FX	Stink bomb Attack hits something, variance 3
wpn_gas_target_01	FX	N/A
wpn_goo_attack_02	FX	Slime Attack fire
wpn_goo_equip_01	FX	Optional (sounds when weapon is selected)
wpn_goo_hit_02	FX	Slime Attack hits an Enemy
wpn_goo_hit_loop_01	FX	Slime Attack attaches to an Enemy
wpn_ice_attack_01	FX	Freeze Attack freezes an Enemy
wpn_ice_blast_loop_01	FX	Freeze Attack firing
wpn_ice_equip_01	FX	Optional (sounds when weapon is selected)
wpn_ice_freeze_01	FX	Freeze Attack freezes an Enemy, variance 1
wpn_ice_freeze_02	FX	Freeze Attack freezes an Enemy, variance 2
wpn_ice_freeze_03	FX	Freeze Attack freezes an Enemy, variance 3
wpn_ice_hit_01	FX	Optional (for when the Enemies break the ice)
wpn_ice_hit_02	FX	Optional (for when the Enemies break the ice)
wpn_ice_hit_03	FX	Optional (for when the Enemies break the ice)
Hellephant Death	FX	When the Hellephant dies
Hellephant Hurt	FX	When the Hellephant gets damaged
Player Death	FX	At the moment the Player dies
Player Hurt	FX	When the Player gets damaged
ZomBear Death	FX	When the ZomBear or Clown die
ZomBear Hurt	FX	When the ZomBear or Clown get damaged
ZomBunny Death	FX	When the ZomBunny or the ZombieDuck die
ZomBunny Hurt	FX	When the ZomBunny or the ZombieDuck get damaged

MVP (Minimum Viable Product)

- One Player character to choose from (Boy)

- Built for the PC platform

Wishlist

ADD MORE ALLIES

In a future DLC, add more Allies for the Player to choose from, each with different behaviors.

ADD ADAPTIVE LIGHTING

Create a lighting system that will vary depending on the level of Player stress. The light could vary from a warm sun that shines through a window (when the Player has high life levels and few Enemies) to a rainstorm with lightning (when the Player is about to die).