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The title of the game is *The Plague*. The game is a first person shooter survival game in 3D. The game takes place in a post-apocalyptic era, and the player is the only person left alive.

The objective of the game is to make it to the safe house at the opposite side of the map without dying. The enemies in the game are zombies that attack the player. Unfortunately for the player, health will gradually decrease because of exposure to the infection.

In order to stay alive and reach the end of the game, the character must find health packs to stay alive. The player will not be able to complete the game without finding at least a few health packs. Each health pack will give a slight boost to the player’s health.

In order to prevent being killed by the zombie, the character must collect ammo scattered across the map in order to kill the zombies. The user spawns with a small amount of ammo and must collect ammo across the map in order to fight off the zombies.

The number of zombies that spawn in an area will be in a gradient: there will be fewer zombies near the character’s spawn point and many near the safe house. Furthermore, zombies will also spawn near the player as the player’s health decreases. More zombies will spawn around the character as he loses health.

The map will be very complex and will require the player to find his way though somewhat of a three dimensional maze. Not only will the player not be able to run straight to the safe house, the player must also jump over obstacles, and climb structures to find different paths past obstructions.

In order to make the game, I will need to find a collection of zombie assets and post-apocalyptic prefabs for the map. I will also need to find some eerie background music.