Final Project Idea and Abstract

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App Name: Spread

Spread is a mobile game where the player’s goal is to spread an infectious zombie disease to a large crowd of people. The game will have a large range of sprites on the screen at any given point, all interacting with each other. When the player enters a level, after passing through the initial level selection screen, they will be faced with a decision on when and where to drop an initial disease, which will affect the surrounding civilians. These infected civilians will have to get help before the infection turns them into a zombie. Once a civilian turns into a zombie the player must choose a zombie and control it since the zombie ai won't be too smart. Other uncontrolled zombies will either try to chase other infected civilians and if they make contact, will then infect others or continue to infect a civilian that has not converted into a zombie yet to speed up the process. The player can lose if all civilians get their infections healed, or if all zombies are eliminated. Levels will become increasingly harder by including more civilian types, such as police, army, emt, medic, hvac which could heal civilians. These types will either attack zombies, call for help or backup.

We have not yet decided if the game will be 2d or 3d, but will need to be presented in a way that the player can scan the entire map in order to choose the best disease drop location. Other than game mechanics, the app will offer saved progress and statistics such as total number of civilians infected, total number of civilians that have turned into a zombie, and total playing time. The Final project will also include a splash, start, loading, and pause screen. We will design the character, maps, and implement the Ai.

To control a zombie on the map, the player must tap on that zombie. While playing you will see the zombie's health. See what abilities the zombie can do, see which items it has. We will try to enable moving by tilting the phone in the direction towards the character should move. If not the character will move in the direction you tap on the screen or maybe a long hold. There will be two side tabs containing menus. To open the menu the user will have to swipe left on the right side of the phone or swipe right on the left side of the phone.