

Overall Game Mechanics:

- Fire (burns player/enemies, dealing damage over time. Can possibly spread within an area).(how it looks like)
- Zombie Bile (acidic, burns player, produced by zombies from their mouths. Acts like fire, doing damage over time).
- Parasites that latch onto player and reverse controls until pulled off. The parasite will cause the player to move to the left or right until the player attempts to move into the other direction. The parasite will remain on the player for 3 seconds and then remove itself.
- Barricade areas to prevent more zombies from spawning (door, window). Some levels like the City will have certain objects that can spawn more zombies, such as a broken window on a building. The player can push a crate or other object in front of the window to prevent zombies from climbing outside and becoming an enemy the player has to deal with. This puts pressure on the player to either block the window, or deal with the extra enemies. Some players may want to fight more enemies while others would prefer to avoid it.
- Rescue civilians within levels to obtain bonus upgrades/equipment. Some levels may contain helpless civilians. These civilians will require the player's help before they succumb to death. If the player is able to rescue these civilians, they will be rewarded with items (health kit), and a score bonus.
- Player is equipped with knife (or other melee weapons) for close combat. These attacks will do high damage, but put the player in a dangerous situation, so it is high risk/high reward.
- Pits (player falls and dies).
- Crates (can be pushed, used as platforms/bridges, destructible??)
- Bleeding (damage over time). Bleeding ceases after 5 seconds.

Mechanics Specific to Level:

CITY:

1. OIL SLICKS

Description: Oil slick is a tile that reduces the friction of the player when stepped on. This will cause the player to slide along like they are on a patch of ice.

Action Required: Control the movement.

2. DOORS AND WINDOWS TO BARRICADE

Description: Some areas can spawn extra enemies. The player will have the option of preventing this by blocking these areas with crates or other objects.

Action Required: Push nearby crates and boxes.

3. MANIC CIVILIANS

Description: Some civilians are just gone plain nuts. They will run back and forth like maniacs, crying for help, and will attempt to grab the player to beg for safety. This will prevent the player from moving until the crazy person is pushed off.

Action Required: Push

4. CARS ON FIRE

Description: Some cars and other objects will be on fire. This fire will be a level hazard that the player can take damage from. If the player collides with a flaming car wreck or other flaming object, they will catch on fire and take slight damage each second for 3 seconds.

Action Required: Jump over

5. FALLING LAMP POSTS

Description: These lamps will vertically fall from the top at certain interval. If a lamp collides with player, it will deal a certain damage to a player.

Action Required: Player needs to dodge them.

FOREST:

1. ZOMBIES IN TREES AND BUSHES

Description: These zombies will attack in intervals (think of the pipe piranha plants from Mario). The bush zombie will pop out of the bush every ~4 seconds and then go back in. If the player is in front of the bush zombie when it pops out, it will grapple the player and bite them, dealing damage.

Action Required: Shoot

CAVE:

1. STALAGMITES

Description: Act as spikes coming from cave floor. Damages or kills player when stepped or fallen upon.

Action Required: Jump over

2. STALACTITES

Description: Hangs from the ceiling of cave. Damages or kills player when it falls on player.

Action Required: Player needs to dodge them.

3. PITS

Description: A hole in the level where the player can fall to their death.

Action Required: Jump over

LAB:

1. SHATTERED FLASKS(Spikes, blood around)

Description: A level tile that causes bleeding when walked on by the player. Bleeding damages the player slightly every second for 3 seconds.

Action Required: Jump over

2. ACID POOLS

Description: A level tile that is able to be stepped on by the player for upto 5 seconds. If the player is still standing in the acid after 5 seconds, they will die (an animation will play where they melt into the acid).

Action Required: Jump over

3. LAB FIRES

Description: Parts of the lab which are caught in fire. Deal damage upon colliding with a player.

Action Required: Jump over

4. ESCAPED MONSTROSITIES

Description: These are dangerous and hideously mutated civilians experimented on by Dr. Pandemic. They are fast and deal high damage. They have been released by Dr. Pandemic to stop the player from reaching him.

Action Required:

WEAPONS:

1. STANDARD RIFLE

Description: Boring ol' semi-automatic rifle that goes bang bang with a short bullet distance

How to get it: Equipped by default

How to use it: Shoot it in a straight line

Ammunition: Infinite

Damage: Low damage

2. FRAG GRENADE

Description: Thrown weapon

How to get it: pick up.

How to use it: Weapon that explodes in a medium radius, blasting enemies from the center

Ammunition: One-time use.

Damage: Medium Damage

3. PAPER AIRPLANE NUKE

Description: It only has one use once it is picked up. Once thrown, it will zoom around in the air in a random trajectory until colliding with an object or enemy. It may also collide with the player. It does high damage in a medium-size area. It is meant to be a fun weapon with high-unpredictability, but very high damage. In almost all cases, it might not do what the player wants it to do, but it might just kill a boss in one hit...

How to get it: Pickup

How to use it: Once thrown, it will zoom around in the air in a random trajectory until colliding with an object or enemy.

Ammunition: One - time use.

Damage: High damage

4. FLAME THROWER

Description: Shoots flame in a large plume, catching multiple enemies on fire

How to get it: Kill LVL 1 boss.

How to use it: Shoot

Ammunition: Infinite

Damage: Medium

5. GATLING GUN

Description: Shoots shards of glass in a straight line. Rapid fire.

How to get it: Kill Lvl 2 Boss.

How to use it: shoot

Ammunition: Infinite

Damage: Medium

6. ROCKET LAUNCHER

Description: shoots rockets in a straight line. Each rocket deals a heavy damage. Can one-shot low-level zombies. Needs 2 seconds to recharge.

How to get it: Kill Lvl 3 Boss.

How to use it:

Ammunition: infinite

Damage: High damage

EQUIPMENT:

1. HELMET

How to get it: Pickup

Advantage: Protects against parasites latching onto player's brain

Longevity: remains until parasite attempts to latch onto player. Once the helmet prevents a latching, it breaks and is no longer in use.

2. BODY ARMOUR

How to get it: Pickup

Advantage: Gives 5 points of HP(Health)

Longevity: n/a

3. MEDKIT

How to get it: Pickup

Advantage: Recovers certain amount of health

Longevity: n/a

4. SHIELD

How to get it: Pickup

Advantage: blocks all the damages

Longevity: 15 seconds

5. GRAPPLE HOOK

How to get it: Pickup

Advantage: Saves player from one fatal fall.

Longevity: Hook stays till the fatal fall. Hook is then destroyed.

MINIONS/REGULAR ENEMY UNITS:

1. CIVILIAN ZOMBIE

Description: Melee attack

Damage: Low

How to beat it: shoot

2. POLICEMAN ZOMBIE

Description: Ranged, shoots with gun.

Damage: medium

How to beat it: shoot

3. INFECTED BIRD ZOMBIE

Description: defecates infected substances down on the specific area.

Damage: low

How to beat it: jump and shoot.

4. SWAT ZOMBIE

Description: Melee, higher-than regular defense, high movement speed. Dressed in a standard SWAT team uniform, which blocks certain amount of damage.

Damage: medium

How to beat it: shoot

5. SCIENTIST ZOMBIE

Description: Ranged, dressed in a lab coat and glasses, shoots with acid from his mouth.

Damage: Medium

How to beat it: shoot

6. PARASITE SLUG

Description: Parasites that latch onto player and reverse controls until pulled off. The parasite will cause the player to move to the left or right until the player attempts to move into the other direction. The parasite will remain on the player for 3 seconds and then remove itself.

Damage: Parasite does not do damage, but may cause the player to run into enemies or level hazards (fire, pits, etc.)

How to beat it: The player can kill parasites by ducking and shooting, blowing them up with explosions, or using a melee attack.

BOSSSES:

1. **Armored Zombie:** It's main ability is to charge at you with a rapid speed and deal heavy melee damage. It also has a very high armor, which can be damaged only if you shoot him at his back.
2. **Flamethrower Zombie:** It's main ability is propelling fire from its mouth in a continuous wave that does rapid damage upon contact. There is a 4 second cooldown between each wave of fire.
3. **Necromancer Zombie:** it's main ability is to summon waves of civilian zombie(3 per wave, there is a 10 second interval per wave. After summoning a wave of zombies, the necromancer will shoot magic bolts until the cooldown resets.