# Zombie Conga

Developed by AP Studios

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| **Platform** | **Genre** | **Audience** |
| Android | Rhythym Game | Casual Players, Teen and older |

**ESRB rating**

The game should be playable and challenging to all players in their teens or older

A close up of a sign

Description automatically generated

**Story summary**

Help Frank the zombie find as many of his cat friends as possible. Avoid the old cat lady, who wants to steal the cats!

**Game Look & Sound**

* Frank, the cats, and the old cat lady are all top down 2D sprites.
* The level background is a beach area, and scrolls continuously to the left
* Polyphonic, upbeat background music keeps players focused and excited as they progress through the game.
* Sound effects are used for the following key events:
  + Cat collected
  + Cat lady hit (cats lost)
  + All lives lost (cut to Game Over screen)
  + 15 cats collected (cut to Win Screen)

**Gameplay**

Single player game,

**Key features:**

* Touching the screen creates a new destination for Frank the Zombie to walk towards. Frank will continue to move in a straight line and will bounce off the screens edges if no new touches are made.
* The cat lady spawns on the right side of the screen, at a random position between the top and bottom. She will then move in a straight line towards the left edge of the screen.

*MECHANICS TO ADD*

* Level timer – give 30 seconds to collect enough cats
* Life gain – collecting 6 cats in a row restores one life

**Competing products**

Temple Run

**Unique selling points**

1. Easy to pick up casually
2. Simple mechanics leave room for visually appealing graphics and sound design
3. Use of sprites allows addition of multiple skins in later development