Apocalyptic Valet

Developers:
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3. Intended Audience (Demographics)

The intended audience of this game is casual gamers that want to have fun for a short period of time. The age group targeted is from 15-25 years old, of any race, religion, or nationality.

4. Intended Length of Play

The length of this game is endless: until the player dies or decides to quit. The average length of time could be between 3 to 10 minutes.

5. Intended Platforms

This game will initially be made for a personal computer (PC) running a Windows operating system compatible with XNA Framework 4.0. This includes any version of Windows 7 or above (Windows 7/8/8.1).

6. One Sentence Description with Genre

This game is a casual top-down parking simulator with a twist of survival from the undead: you must park zombies' cars to earn 'stink' to stay cloaked from them. In case you get made, you need to shoot your way out.

7. Backstory

In the year 2042, a deadly virus was released in Atlanta, GA near the Center for Disease Control (CDC). There is still no news regarding its purpose or cure. Ten years later, the virus has now spread all over the United States without a cure. Once you get bitten – that's it. You are now part of a whole new community, which hunts us down day by day. There are not many of us left; at least that is what it feels like because we are now incredible at blending in. The Stinks are good at smelling us humans.

My name is Zak, and I live with my friend in a parking garage: Hayden. This parking garage belonged to our friend, Kaisey who recently joined the stinks (R.I.P). We have developed strategies to gain more 'stink' which

keeps us hidden from these terrible creatures (some of them, our friends). For ordinary people like us, it is all about survival techniques and executing them well.

Currently, stinks have gotten quite smart. They now attend shows and concerts. Since we "own" a parking garage, we provide valet parking for more stink.

8. Description of User Experience

Mechanics of the Game
The player of the game can walk around the world. The player can also enter and exit cars. There are many drivable cars in this world. In fact, that is one of the main gameplay mechanics – driving and parking cars.

While the player is not in a car, he/she can walk around and shoot zombies at free will. Once a shot is fired, hordes of zombies start approaching the player.

Key Features
One of the key features is the aspect of survival in a parking game. Most parking games out there on the web are boring with no real danger. Playing around zombies makes the game interesting and fun to play. Another key feature is that you can actually walk and shoot things in this game. Other parking games lack a visual player that can walk around and drive cars.
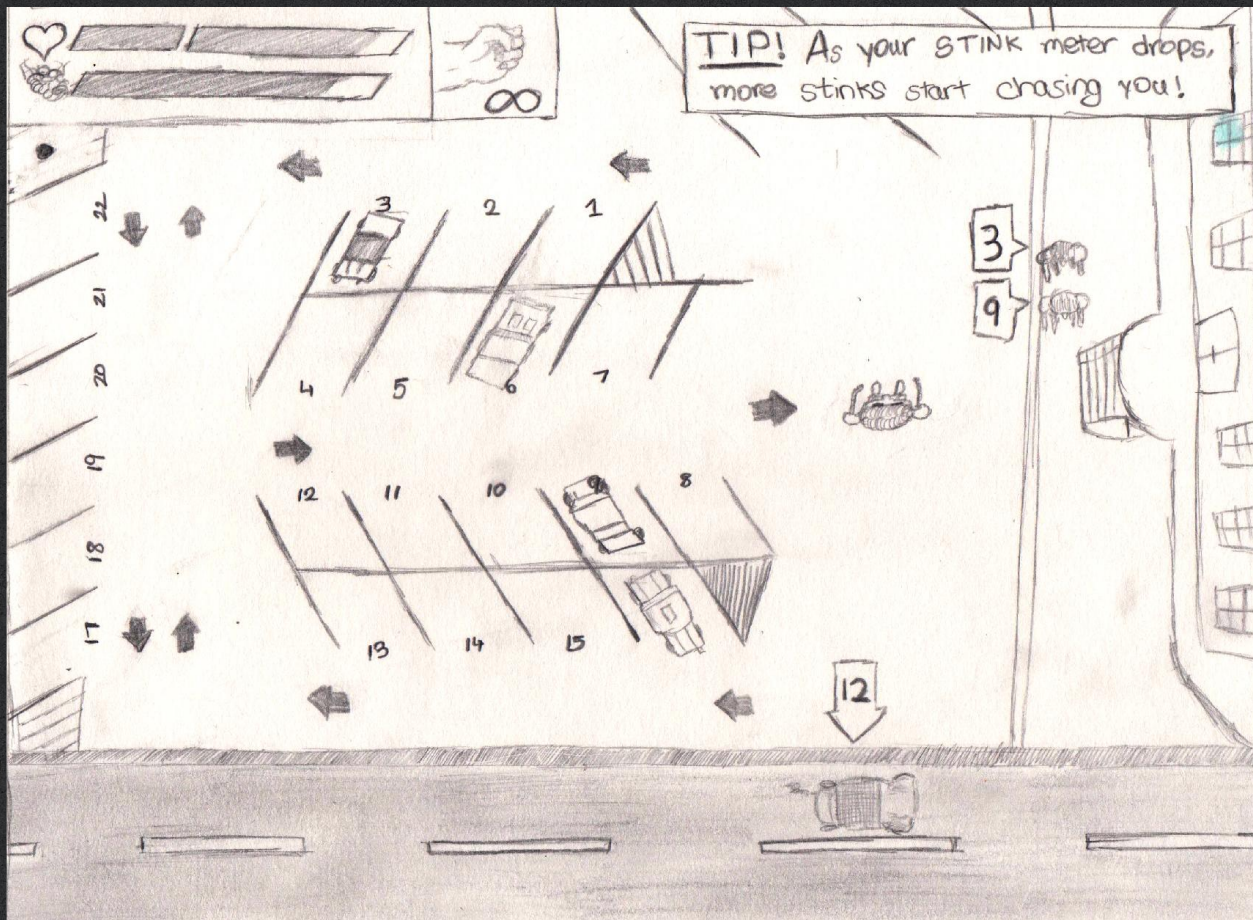
Winning Conditions
This game ends when the user dies. There is no 'winning' the game – only the time survived in a particular session. The longer you survive, higher your score.

What happens when the player dies?
When the player dies, the game is over. The player can either restart the game, or quit.

9. In-game screenshot sketch

10. List of art/assets needed for the game

- Two player sprite sheets (Male and Female)
- 15 different car images
- Environment Textures
  - Roads, grass, arrows, concrete
- 3 different zombie images
- Health bar animations
- Clutter
  - Trash can, Light poles, road signs, billboard, building
- Title screen
  - Background, logo

- Sound
    - Vehicle sounds, zombie sounds, background music, walking, bullet hit sound

11. Estimation of the cost

Description	Hours	Cost
Development	150	$15,000.00
Testing	30	$3,000.00
Patches	20	$2,000.00
Hired Artists	100	$7,500.00
Fees/Other costs	-	$3,000.00
Total Cost		**$30,500.00**