

# septicemia



Septicemia  
Storyboard

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# Septicemia: Plot and Premise



at the end of the world...

where the dead walk among the few  
remaining living...

the fight for the survival of humankind is  
a constant struggle.

however... you are no longer human.

as a zombie, your only directive...

is to INFECT EVERYONE.

bite survivors to spread the infection...

mutate to become an unstoppable force...

and "live" long enough to see the end of  
days.

can you bring on the destruction of  
humanity?!



## TITLE SCREEN

- Start
  - Starts the game
- Settings
  - Opens settings
- Help
  - Opens help menu

- The first thing the player will see upon booting up the game!
- Title graphics are simple but effective; the title is front and center.
- The start button is larger and brighter than the other buttons so that it stands out.
- The setting and help buttons are still clearly visible and accessible.
- All assets are placed so that someone reading left to right will see all the important information immediately!

>>> help

start game

main menu

- > move: WASD
- > interact/break: left click
- > more goes here later...

## HELP SCREEN




- Controls
  - Lists all player controls
- Start Game
  - Start a new game
- Main Menu
  - Returns to main menu

- A simple help screen that contains useful information on gameplay.
- Will list all player controls for new players
- Will include explanations of game features (i.e., how to attack, how to heal, etc.) that requires more than knowing input
- Includes a start game button if a player feels ready to go
- Includes a main menu button so a player may adjust settings if needed

>>> settings

start game

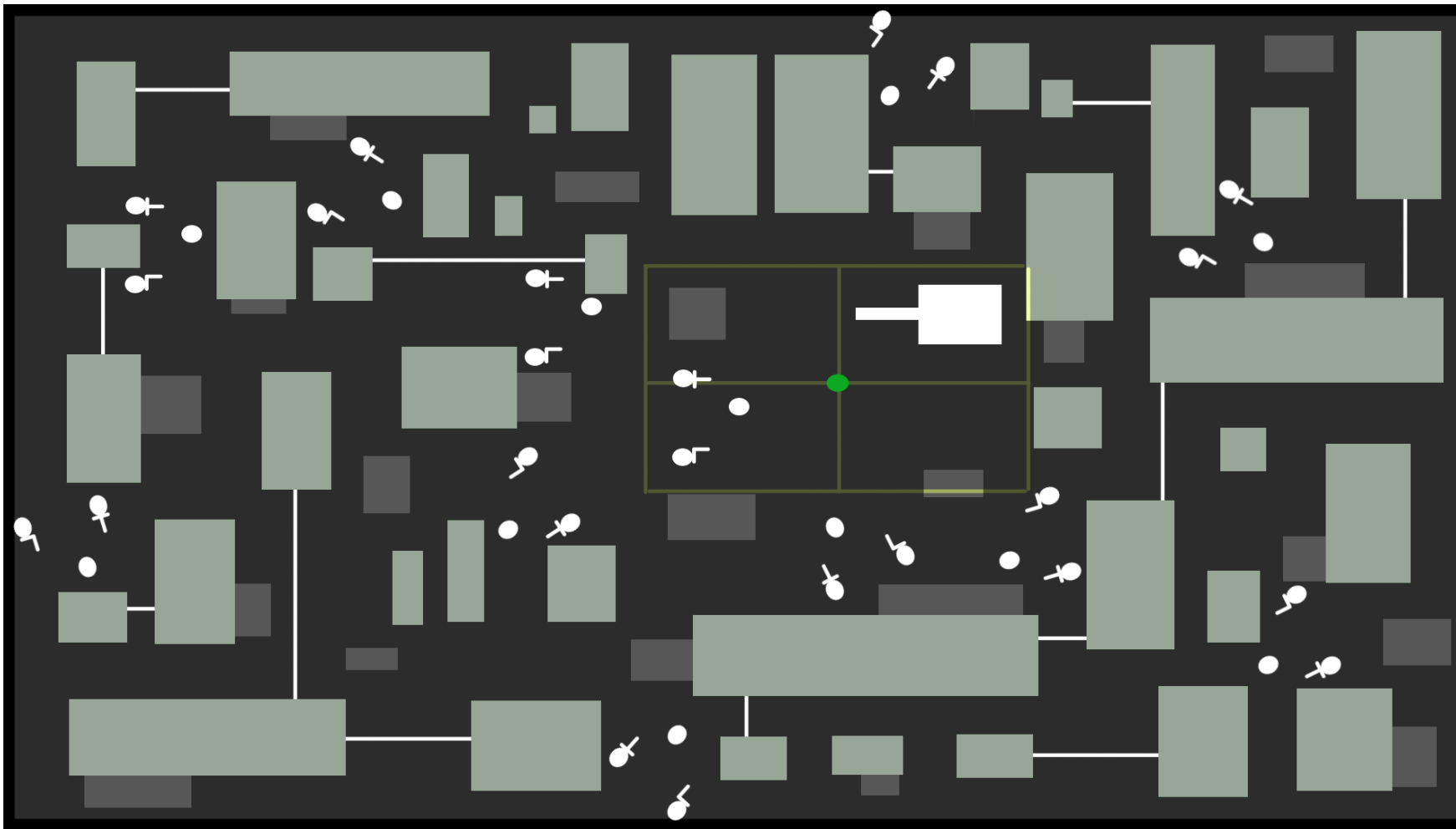
main menu

> sound   
>> music   
>> sfx   
> blood on ☒

## SETTINGS

- UI
  - Adjust settings in increments
- Sound
  - Includes master and sub settings
- Blood
  - Just in case...

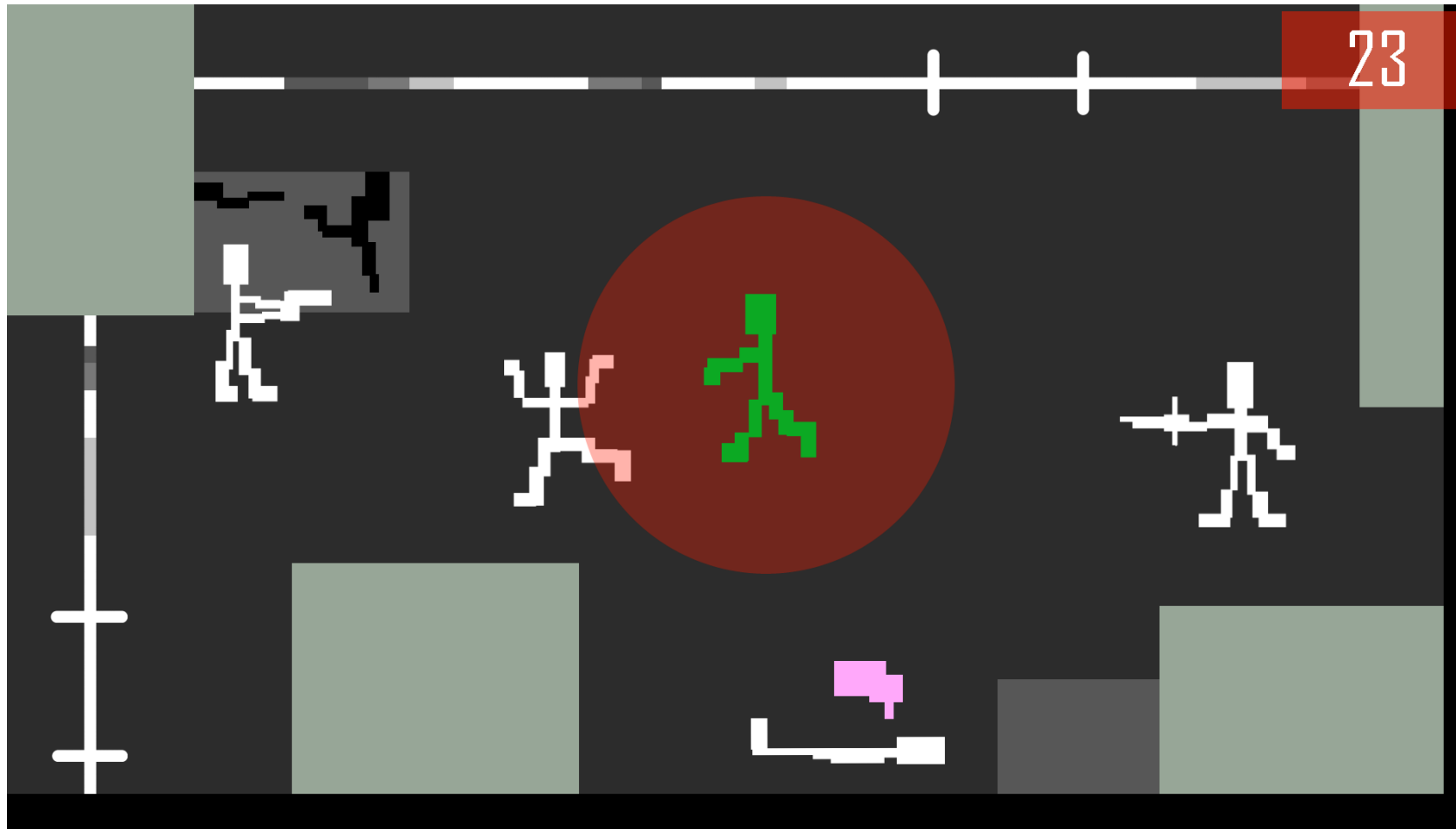
- The settings menu will allow incremental adjustment to audio/visual features.
- Can adjust music and SFX separately or as a unit for a flexible experience.
- Includes a blood/gore "off" setting for family-friendly gameplay or computers with lower performance.
- Includes start game button if a player is ready to play after adjusting settings.
- Includes a main menu button in case a player wants to read the help menu.
- Will be where difficulty/debug/BC modes are edited.



## GAME MAP

- Player View
  - What part of map player sees
- Static Objects
  - Buildings + Boundary Borders
- Dynamic Objects
  - NPCs, Terrain

- The entire map, loaded and rendered upon game start.
  - This is not visible to the player!!! The map is just a group of preloaded assets.
- Player's view is restricted to a smaller portion, but can be adjusted by moving
- Buildings create a traversable map, while boundaries keep dynamic entities inside the map
- Four major enemy types, all with their own unique behavior.
- Breakable cover that regenerates each level. Can be broken by Player or NPC
- Breakable fences restrict movement. Allows ranged attacks, but not movement unless at the gate.



## GAMEPLAY

- Player
  - Includes a visual "attack range" radius
- Enemies
  - Different forms, different behavior
- Terrain
  - Interactable!

- The player's view during actual gameplay. Camera centers on and moves with player as they move.
- Enemies: Runner (nonhostile), Stabber (hostile on attack), and Shooter (hostile) also traverse map
  - On death via player attack, will drop a brain that serves as the game's currency.
- Buildings: Impassible solid material that limits movement and cannot be broken.
- Cover: Semi-solid material that can absorb attacks but eventually breaks. Damage is visually shown.
- Fences: Semi-solid material that can't absorb range attacks but restrict passage through them.
  - Can be passed through via gate or by being broken by a physical attack
- UI: Shows current game level, progressed by defeating all enemies in the prior level.



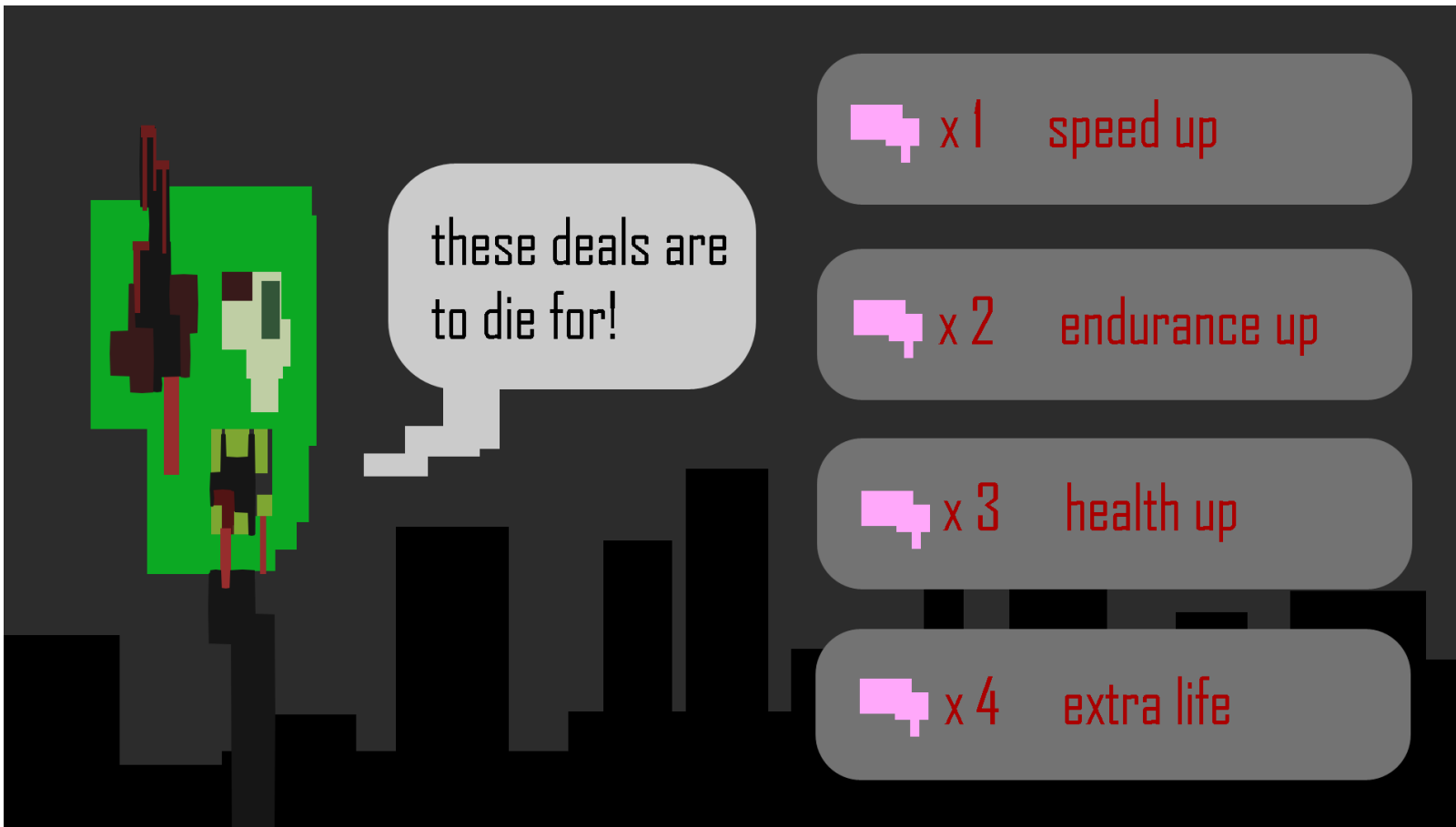


## PAUSE MENU

- Pause
  - Stops the game temporarily
- Resume
  - Returns to gameplay
- Quit
  - Exits gameplay

- A simple pause menu that can be brought up by a keypress.
- Stops the game, preserving its state at pause initiation.
- Allows resumption of gameplay, but also allows player to quit to the title.
  - Useful not just for stopping the game, but for accessing help and settings menus.
- Only partially conceals gameplay state, allowing player to see where they left off.
  - Distortion may not be as intense in final version.





## INGAME SHOP

- Merchant
  - Random Encounter
- Boosts
  - Increase player's stats
- Currency
  - Requires brains that drop on enemy death

- A merchant (taking the form of a severed zombie head on a stake) may randomly spawn in a different area of the map each level.
  - The merchant is a friendly and delightful fellow, despite appearances!
- Interacting with the merchant pauses the game and takes player to a shop where they may buy different helpful items and permanent stat bonuses.
  - These are also randomized based on level.
- The shop takes brains as currency, which are an item dropped when the player kills any enemy.
- Resumes regular gameplay on exiting shop.