

Project Introduction and Scope

Fatal Impact is about a zombie apocalypse survival game. The player will try to survive hordes of zombies that intend to attack him. There will be items that he can pick up to help him survive: melee weapons and long range weapons to fend off attacks; food and water to fend off hunger and thirst. The player can explore the world and find a zombie boss to defeat and win the game. Alternatively, the player will have to find a way to survive each day, while having the option to hide and sleep through the night.

The inspiration for this project comes from similar zombie apocalypse survival games, such as H1Z1 and Project Zomboid. Some of the intricacies in game mechanics for Fatal Impact will be based off of some design features from H1Z1. For example, an article from gamespot highlights a key feature in zombie spawn points of a particular build of H1Z1: “Biased zombie spawns toward areas with more player heat, and more items, so that cities, camps, and player firefights have the highest rate of zombie spawns, and the wilderness areas have less” (Makuch, 2015). Like H1Z1, Fatal Impact will have zombie spawn points based on environmental factors, such as buildings with a lot of items, and based on the distance of the player.

Likewise, the intricate details of eating and sleeping in Project Zomboid is something Fatal Impact will live up to. Project Zomboid implemented a realistic sleep feature that affects the player: “The player typically requires between 6 to 12 hours of sleep per night. If the player hasn't slept for a long time, the sleeping time can drastically increase depending on the severity of the exhaustion” (*Sleep - PZwiki*, n.d.). Project Zomboid implemented this feature to add a level of difficulty: exhaustion and drowsiness due to the lack of sleep. Fatal Impact will have a similar feature in which the player will need to sleep in order to complete tasks efficiently. If not, the player's movement speed will decrease.