

„S.A.W.Z.E.“

“The Super Awesome Wheelchair Zombie Escape”

Vision Document

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1. Vision Statement

The game S.A.W.Z.E. is inspired by the old school arcade legend “Pac-man” and it aims to bring out the hectic and dynamic game play into a modern theme with more complex mechanics. The main goal of S.A.W.Z.E. is to add diverse features like collectable power up items or different opponent types, as well as to add level objectives for the player to accomplish, while keeping simple and dynamic gameplay.

Signature game mechanics of pac-man such as the constant motion of the character who can be navigated by the player in all 4 directions, but cannot stop, the collection of point-giving items at each step, as well as the top-down view perspective over the level will be discovered in the mechanics of S.A.W.Z.E., however all of them will have a special and unique twist on them, thus adding to and expanding the classic game feeling and atmosphere without just being a blank copy of it.

2. USP's

- **Level Objectives**

It is not enough just to escape from the level in order to be successful in SAWZE. Before the escape, the player needs to accomplish a task and by doing so the level exit is activated. These tasks will be always shortly communicated in the form of a level briefing and will be orientated in the context of supporting and protecting a group of survivors. This way the player will have a feeling of purpose when navigating through the levels, but will not be distracted by cut scenes or story telling elements.

- **Dynamic Gameplay**

The fact that the player cannot stop, but only determine the direction of movement, the Virus clouds draining the health bar, the limited antidotes placed on the level, which recover the health of the player and the constant danger of the zombies lurking around, combined with the limited possibility of eliminating these dangers, provided only by occasional and limited power ups, will provide the payer with a dynamic and hectic game experience and give him/her the sensation of constant necessity to move and escape.

- **Power ups**

Throughout the levels the player will have the chance to collect and use diverse but limited power up items, which will be of significant aid to him in accomplishing his tasks and escaping each level.

- **Art Stile**

SAWZE will bring the player in a well-rounded and smooth cartoony environment, defined by bright and strong colors and simple, clear but organic shapes of assets and characters. Goal is to create a game world with abstract designs, which give the player a feeling of being in a comic book or a cartoon, but remain close to realistic objects and items that are easy to recognize and identify with. Such effect is to be achieved by the choice, balance and contrast of colors, dark outlines and smooth, round, low detail in both environment objects and characters.

3. Target Group

The content of the game allows a broad spectrum of players as it contains no violence or horror, thus allowing a 6+ age group. The minimum age is set at 6 years as suggested by the USK, due to the considerable pressure to act exerted in action packed sequences.

Age restriction: 6+

Gender: both

Gaming experience: none required

3.1 Genre

The genre of the game also reinforces the placement of the player age restriction at 6+ as it is a combination of “arcade” and “jump and run”. The essential aspects of the classic arcade gameplay such as easy to access, simple controls and a clear game task, as well as skill and speed of reaction requirement are characteristic for S.A.W.Z.E. Some major jump and run gameplay aspects, such as the comical figures controlled by the player, who seek to run their way through various levels whilst overcoming a range of obstacles is the second key flavor of the game. Recent trends in this genre are also represented in the game play of S.A.W.Z.E., which is enhanced with missions, adventure elements and collectable items in 3D environment.

Source: <http://www.usk.de/en/classification/genres/>

3.2 Difficulty Level

The level of difficulty of the game play allows a broad spectrum of players. The controls are fairly simple and intuitive and the difficulty of the levels increases in small steps adjusted to a general learning curve regarding the game mechanics. The idea behind the level progression is “easy to learn, difficult to master”.

The difficulty of the levels will be defined by the following components and increasing difficulty will be achieved in the level design by adding one of the factors below on top of each next level (or each second level):

- the size of the level (bigger levels allow more “dead-end” paths),
- the quantity of Zombie Opponents,
- the quality of Zombie opponents (additional Zombie types with more efficient Path finding scripts, faster movement or special features such as additional Z-Virus trail behind the Zombie for a number of map tiles)
- the quantity of collectable objective items
- the areas infected from Z-Virus
- the quantity of Antidotes placed on the level
- Box shift – a feature which brings more complexity to the Level Design by adding Boxes that can be shifted by the player when one collides with them; this feature will be used to block the players path and force him to rearrange the level and clear his way to the level goal