

„S.A.W.Z.E.“

“The Super Awesome Wheelchair Zombie Escape”

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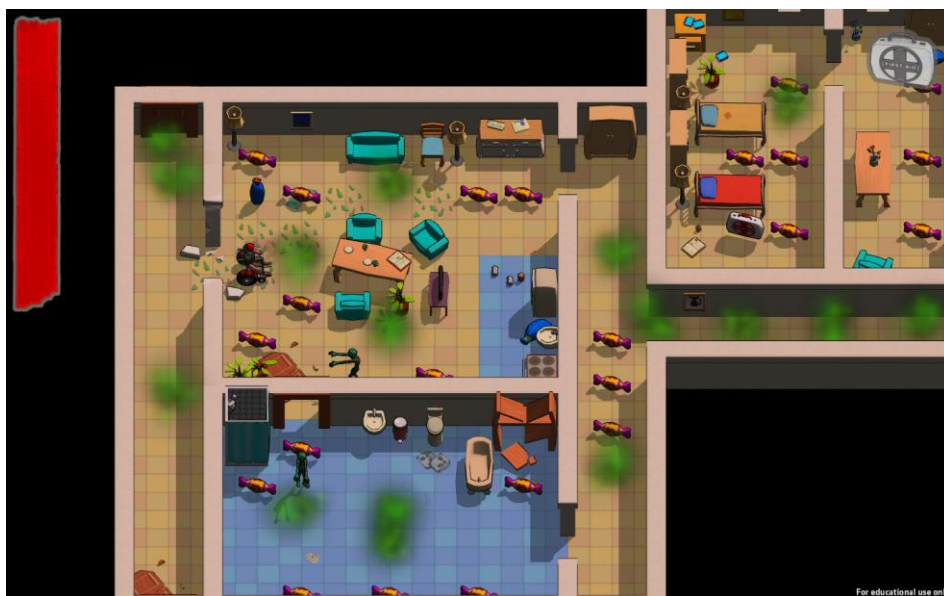
## Vision of SAWZE

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.



*Picture 1:SAWZE level 3 – Save Jazz Mike*

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.



*Picture 2:SAWZE Level 2 – Medi-Quest*

## The world of SAWZE

In the middle of a scary zombie virus outbreak a new hero rises. Not the classic fast, strong, charismatic, young action hero, who fights his way through Zombie hordes armed with nothing but his pocket knife and can run through walls, but a rather different hero: Major Tomahawk is a retired, old war veteran in a wheelchair, due to an old injury. He lives alone and usually doesn't favor the company of other people and neither do other people like being in his company.



*Picture 3: Major Tomahawk*

Never the less, when helpless people need his aid in this scary zombie chaos, Major Tomahawk takes initiative in his hands and rises to any challenge, regardless the limits set to him by age and the wheelchair, which constantly has issues with the brakes.

Soon he finds himself protecting a group of survivors and volunteering for the most difficult of tasks.



*Picture 4: Major Tomahawk leading trapped survivors to safety*

## Game play

Before each level, a short briefing informs the player about his task in the upcoming level as well as about the setting of the level. In SAWZE we want to provide a purpose for the player behind each level. After achieving the objective, the level exit is unlocked and the player can then escape the level.



*Picture 5: Level briefing*

The character is in constant motion so there is no way to stop. This makes the game play dynamic and the player needs to think quickly and on his feet regarding the directions he takes. This decision needs to take in account the following factors:

- ✓ Where is the game objective that the player needs to reach?
- ✓ After achieving the level objective: where is the level Exit and how to get there?
- ✓ Where are the Zombie opponents?
- ✓ Will the player have enough health to pass through "The Zombie-Virus Clouds"?
- ✓ Will the player have enough health to pass through an area that has no antidotes left?
- ✓ Does the player want to attempt to collect and use a "Power up Item"? Or is it too risky?

## Game features

- Level Objectives

Each level will have a special objective for the player to accomplish before being able to unlock the exit and escape the level. Sometimes the player will be challenged to scavenge for supplies like food or medicine and other times the player will have to save trapped survivors and escort them out of the level, or even rescue adorable pets from the zombie hazard.

- Constant Contamination and Concentrated Zombie Virus Clouds

With each step the player will lose health in the zombie virus contaminated world of SAWZE. On some places there will be concentrated virus delivering a great health penalty to the player. And the only way to recover health will be collecting the antidotes. So there is no time for hesitation! SAWZE will catapult the player from the first minute of gameplay in a dynamic and intense fast-paced game experience.



*Picture 6: Virus clouds*

- Power Ups

The player has several power ups hidden in the levels. Collecting them will deliver a massive advantage and will have significant impact on the game world. Get a nitro pack and speed up crazy through the level, trigger an alarm, which will attract all zombies to a location and clear the path to the next objective or get the Super Awesome Antidote, giving to the player the ultimate strength in SAWZE – becoming not only invulnerable to the zombie opponents but also the ability to turn them back to humans!



*Picture 7: Nitro pack*



*Picture 8: Activated alarm*



*Picture 9: Super awesome antidote*

- Different Zombie Opponents

Some zombies might mindlessly follow their patrol path on the level, thus being really dangerous only in great numbers, but others might be able to track and hunt you down, forcing the player to change his chosen route and run for their lives seeking a way to lose the hunter from their backs!



*Picture 10: Different zombies*

- Various Settings

Throughout the game, the player will find himself in all kinds of urban settings – from small flats, through shops, restaurants, conference halls, to whole neighborhoods with multiple areas with possible entrance. All of them are held in the cartoony and fun art style of SAWZE. There are many assets designed for unique level settings that can be found only in their dedicated levels.



*Picture 11: Flat*

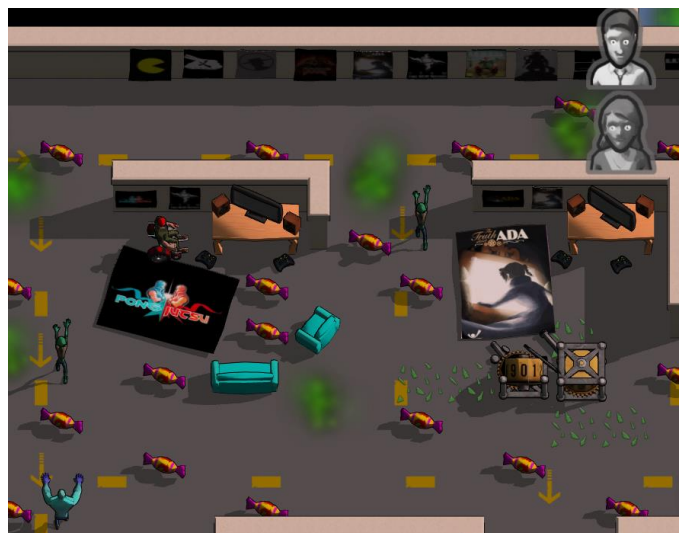


*Picture 12: A gamer's flat*





Picture 13: Supermarket



Picture 14: Conference



Picture 15: Street in a small neighborhood