

Zombie Apocalypse: The Game

Made by James Hambleton and Daniel Johnson

Overview:

In a world of zombies, you are a lone survivor. You have been trapped and must hold out as long as possible against an endless horde with just one goal...

Scenarios:

Scenario 1: Billy Bob

Billy Bob is your run of the mill hardcore gamer. Billy was playing Duck Hunt before he was potty trained. He owns the newest consoles with pretty much every game made and as a top of the line gaming computer as well. He enters as many tournaments as he can in hopes of going pro one day. Depending on what game was played, he does well but he has yet to make in the top five. He never nerd rages over it but he uses it as motivation to practice even harder. One day, one of his friends showed him Zombie Apocalypse: The Game and told him that he could not get passed the first few levels. Billy Bob took it upon himself to beat the game. He only gets off to eat, sleep, and go to school.

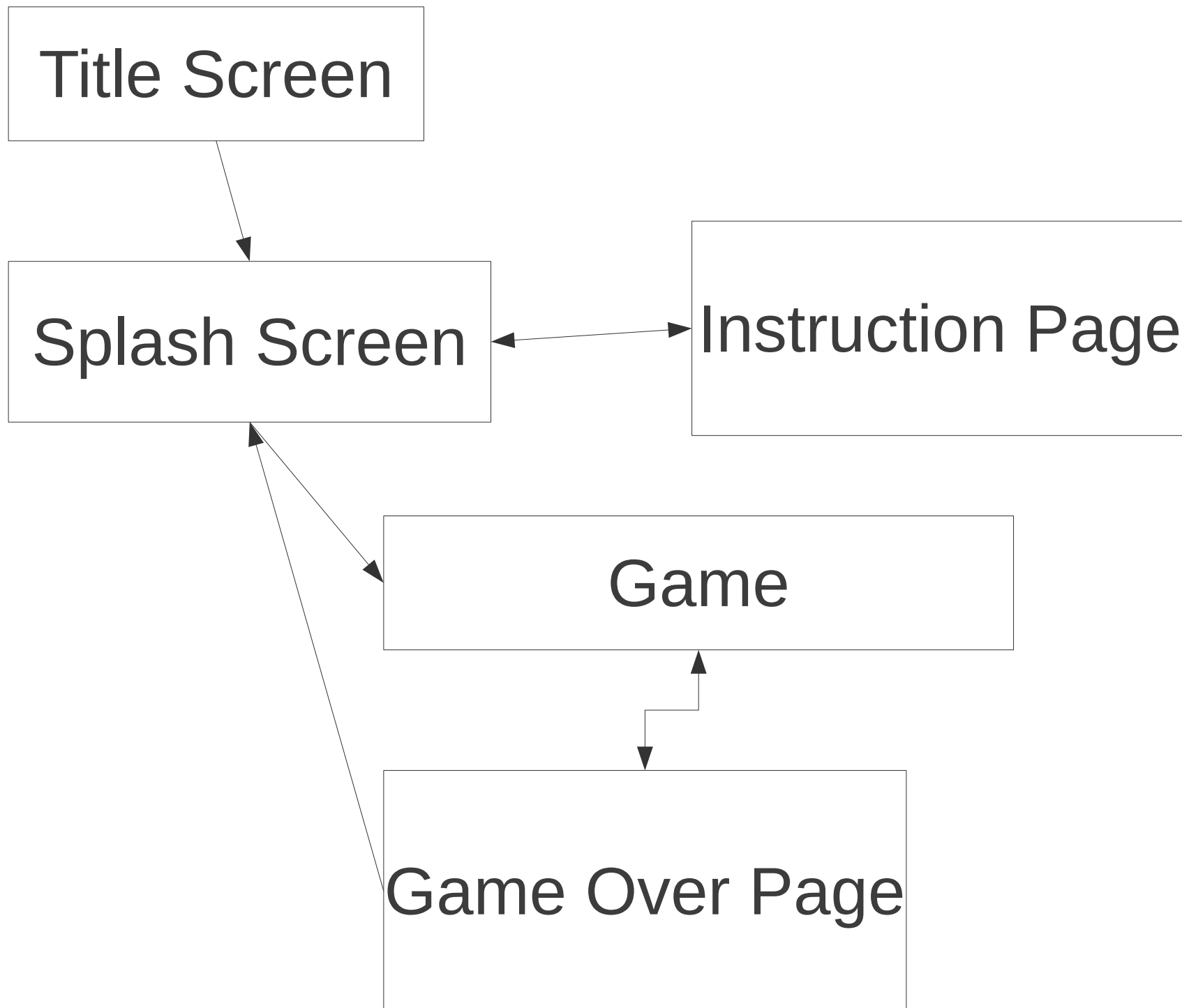
Scenario 2: Sally

Ever since Billy Bob started playing Zombie Apocalypse: The Game, she has not seen her brother at all. As a young girl who looks up to her big brother, this is very hurtful. They would spend hours together playing games. Billy Bob was always willing to teach her a new game and was always very patient with her. Now all he does is play that zombie game. She has tried to talk to him about it but he won't listen or even say he has a problem. With both of their parents working all the time, she can't ask them for help. She decides to sneak into Billy's room and copy the game to see what it is all about. She starts to play it and a new zombie is born.

Non Goals:

This version of the game will not have the following features:

- Anyway to win, since the zombies will just keep coming
- Saving/quitting in the middle of a game. You can do that in real life so why should you be able to in the game?



Zombie Apocalypse
(Maybe some ACSII art)
Press Enter

Explanation: Simple title screen, shows title and not much more

Story will go here

s..Start Game
i..instruction

Splash screen, actual splash screen will have a witty story and user will press s to start the game or press i to go to the page that contains the instruction, if any of this seems counter intuitive you need help

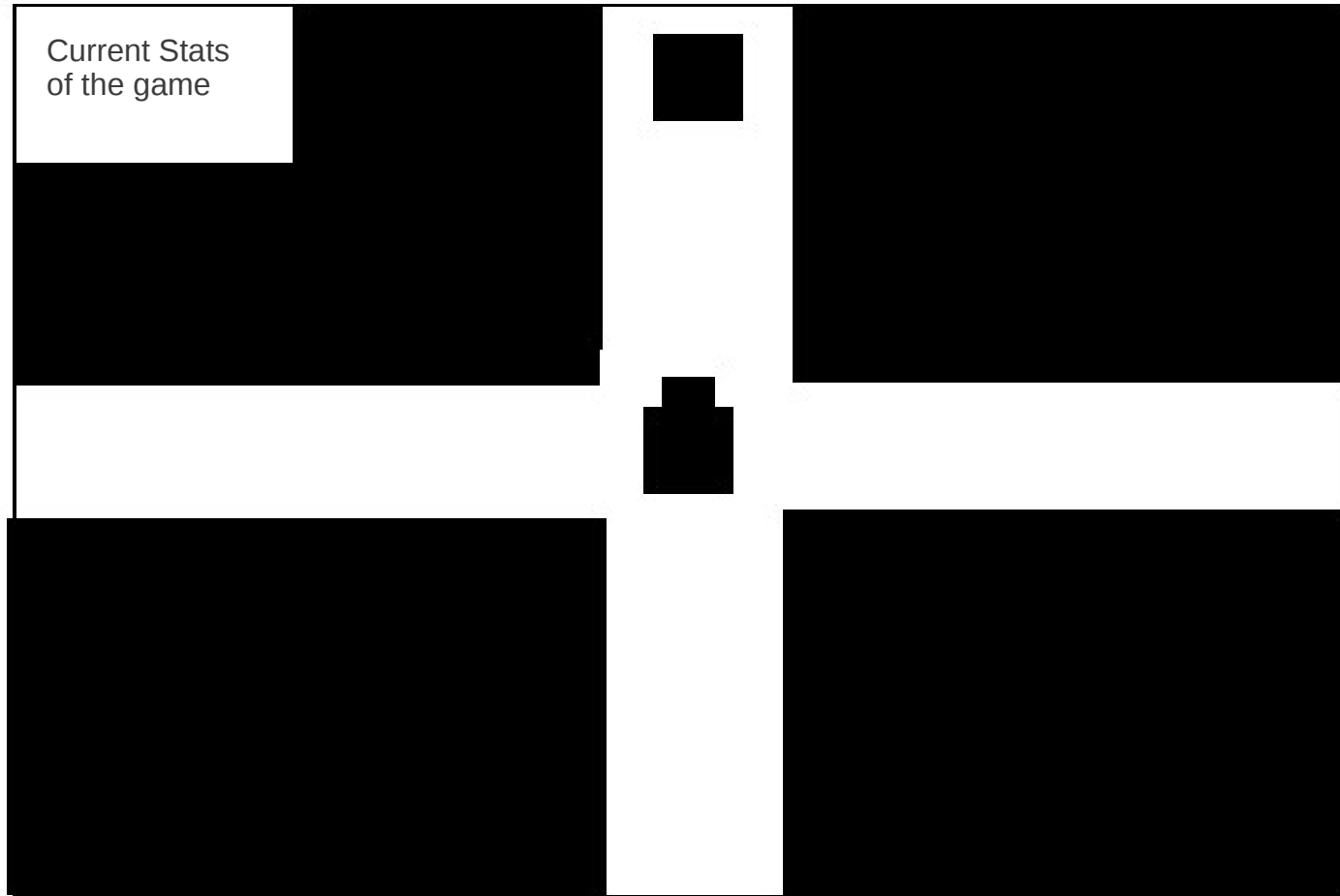
Instructions

Arrow keys, turns the player in the direction of arrow keys,
hopefully no further explanation needed

Space bar, shoot command

Press Enter to return to title screen(does not work in game)

Instruction page: gives instruction on how to play game like the
name of the page implies



The object in the middle of the screen is the player, the object above the player is a zombie. Zombies come down the avenues at random. The box in the top left part of the screen will display game stats such as wave number, zombies left in the current wave and how many zombies the player has killed.

Game Over
You Survived __ Waves
You Killed __ Zombies

s..Start New Game
Enter..Go to title screen

Seems self explanatory to me, its the game screen. It displays the score and allows the player to start a new game or go back to the title screen