“Zurvival”

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Executive Summary

* Strategy will be the main genre
* Game will use different kinds of resources to control player experience
* Each character is unique
* Players will be attracted by collecting rare items and characters
* Multiplayer
* Players will develop a bond with other characters and will be crucial to succeed
* Players who enjoy strategic planning and resource management games will be attracted to our game
* Maps will be randomly generated

Game Overview

High Concept

The world is overrun by the dead, and it is the player’s job to help characters survive through the horrors. Double satire on simulation-strategy games and the zombie genre, as inspired by The Zombie Survival Guide by Max Brooks (satire on survival guides, and the zombie genre). Survive the zombie apocalypse with characters and items you collect. Will your favorite character survive long enough to reach a contract with the studio and thus can not be killed off for at least 4-5 seasons depending on the success of the show? Play our game and find out.

Genre

Strategy will be the main genre because planning your moves is key. Simulation would be the second genre because of resource management and risk allocation. The player must use his resources to build defenses, feed the characters, arm the characters for missions. Missions will reward the player with additional resources and loot such as items or more characters.

Hooks

* Unique Characters to collect. Every character will have a randomly generated attribute sheet. Each character brings something to your team which will affect the overall strategy deployed by the character AI.
* Unique Items to collect and unlock. Items can be found or “unlocked” if several characters with certain traits come together.
* Players will first be attracted by the collection of rare characters and items.
* Players will develop a bond with their characters because their characters are the fruit of their hard choices in the game. Their characters will embody the success of their strategies by the nature of the game because unsuccessful decisions will result in the loss of characters, and success will reward you by strengthening your characters. Players will survive along with their characters.

License

No Licensed properties, only satirical resemblances.

Gameplay HIghlights

* Unique Random Characters will allow the player to customize teams for missions and assign survival tasks.
* AI controlled characters will allow the user to only control the goals of the characters, not detailed control of how to get those tasks done. Ex: build this here, collect water, search for supplies, etc.
* Tasks will provide some rewards for the player, such as more resources.
* Missions will provide extra rewards, such as items, for the player if they choose to partake in them, but the risk of losing characters is higher.

Online Highlights\*

* Able to visit your friends’ games and affect their game in a positive or negative way.
* Be able to save your game state for the ability to pause the game and come back to it at a later time.
* Leave messages for your friends.

\*time permitting

Technology Highlights

The game will be created using Unity3D. We will use scripting methods to code AI for the characters and environment to interact. The player will be responsible for dictating their will onto the characters through the UI, the characters and environment can be seen as state machines that will act according to what the user decides through UI. The states will rely on values hidden in the game for chance in regards to risks and rewards.

Art and Audio Highlights

The game will feature an array of sound effects and even some music to be played in the background while playing the game. Art and effects for the game will be done either by hand or by acquiring packages from the Unity Asset store.

Hardware

Our game will run in a web browser, with plans for mobile if time permits. The game should be able to run on any/most web browsers, with the minimum system specifications coming from those browsers. Mobile games will run on the latest versions of iOS and Android, with testing to determine past version compatibility.

Production Details

Current Status

Purely in the planning stages of the game. We will need to create assets such as art, sounds, animations, tiles, environmental effects, etc.

Development Team

Corey Brown

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Harjinder Gill

Austin Lingenfelter

Dennis Mesina

Budget

We will try to spend as little money as possible as this game is for an assignment, but are willing to contribute if we find assets that we feel would improve our development of the game.

Schedule

Oct 24 - Core Mechanics

Oct 31 - Basic layout

Nov 7 - Basic item collection and bag implementation

Nov 14 - Gameplay finished

Nov 21 - Implement key trading features

Competition

There are other games that resemble this game, but nothing really like it. Fallout shelter comes close, but they treat their characters as another resource that can be broken down into numbers, whereas our characters will change with time and will come to represent the Player in the game.

Game World

Backstory

The world is destroyed and the dead have risen. Characters come together to try to survive, and with your guidance some of them might be able to. Zombies are not the only threat, as other survivors are fighting for the same resources. Some of them will want to join you, while others will want to fight you for the resources.

Objective

Help your characters survive and thrive in the zombie apocalypse.

Characters

Unique characters will be created by the game and presented to the player as a threat or an ally.

Mission or Story Progression

The game will start out with a tutorial for the player to acclimatize to the UI and the objectives of the game. After the tutorial, the player will learn that some of their characters can die, where one of the characters dies promptly and the game will start with the randomized events. All events up to this point is scripted to give a fair learning experience. Missions will provide a way to advance the story and increase the difficulty of the game.