Corey Brown

Trevor Cantrell

Harjinder Gill

Austin Lingenfelter

Dennis Mesina

High Concept

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.

Features

* Game will be from a third person, isometric view. Main user input will be through gui buttons with some on screen interaction (think tycoon games).
* Game will use different kinds of resources to control player experience. Example, food and water, building materials, weapons and bullets, etc.
* 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.
* You control the decisions, not the actions of your characters. They will try to execute your direction as best they can with the equipment you give them. Characters can and will die on your watch.
* Randomly generated maps\*
* Randomly generated events\*
* No two play-through experiences will be the same.\*
* Multiplayer community(cooperative, not versus)\*

\*time permitting

Player Motivation

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.

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.

Target Customer

The zombie genre seems to come in waves depending on pop culture, so the fans of zombie literature, art, and other media will be attracted to the game. Players who enjoy resource management games and strategy games will also be attracted to the game.

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.

Unique Selling Points

* Strategy/simulation game from conception.
* Unique characters and items to collect
* Satire will provide unexpected entertainment
* Multiplayer will allow visitation to your friends’ game\*

\*time permitting

Target Hardware

Web game and possible port for mobile devices.

Design Goals

* Simple and cohesive GUI will give players an intuitive way to equip and deploy their characters to interact with the rest of the zombie world.
* This game of collecting will require development of unique items and characters through both explicit and implicit attributes, and a system of randomizing in a balanced way.
* Some level of AI will be required for the characters on the screen, as well as for the game events as well.

Concept

This concept stemmed from reading Max Brooks’s The Zombie Survival Guide. This book was a satire of both survival guide books and the zombie genre. Seeming to take itself seriously, the book would advise the reader to use certain weapons over others, and provide a reason when taken seriously could only prove that the book is written with tongue in cheek. This style of seeming to take itself seriously is also what we want to accomplish with this game as we feel that it creates a very entertaining environment by not letting the player take a break from thinking between the choices needing to be made, the reasons behind those choices, and the constant reminders that this is a silly game, but one that is taking itself seriously and causes the player to consciously choose to keep playing it.