

McJoe the Zombie Slayer

by: Denise Montesdeoca & Alex Aquino

Concept Documentation

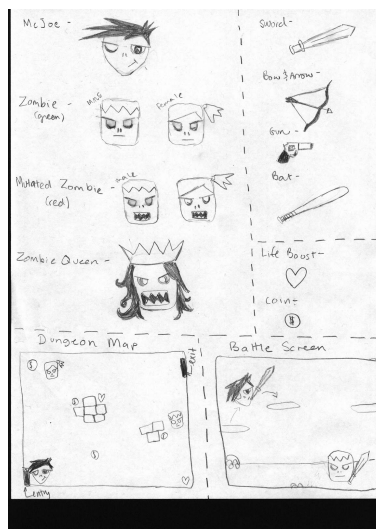
- Game Story

Genre: Action Adventure Role-Playing Game

Target Audience: Killers, Achievers, and Explorers - Rated M for Mature

New York has become a wasteland invaded by zombies that came out of nowhere. McJoe, who is the main character, has been bitten. Even though he has the physical properties of the zombies that now plague the streets, he still has control over his body. After being half turned, he is informed that the zombie invasion came from a dungeon that rose up from beneath the Earth. Now with his new abilities that allow him to fight on par with the zombies and his weapon of choice, he will go through this dungeon to find the source of the plague and stop it before it spreads past New York and to the rest of the world.

- Game Play and Look



Appearance: The game will be in 3rd person, where the view changes depending on which state the player is in. It is an aerial view, or above view, when in a regular dungeon exploration state and a side view when in a fighting state, which happens when bumping into a zombie in the first.

Player Roles and Actions: The player's role is to advance through each dungeon level and reach the zombie queen so that he/she may defeat them and end the curse. On the way, the player may have to fight other zombies.

Strategies and Motivations: The player has the freedom to avoid zombies and simply move on to the next stage. However, there is motivation in sticking around to fight and collect upgrades that will help you out later on. In this way, there are multiple strategies a player can take in completing the game.

- **Development Specifications**

Hardware: PC

Software: Processing (Java)

Competitive Analysis -

The two games in the market that are some what similar to “McJoe the Zombie Slayer” is “Thing Thing” and “Pac-Man”.

“Thing Thing” :

You customize your character and choose a weapon. The player also gets to choose the level to play in. The player goes around fight random enemies.

“Pacman” :

Pac-Man goes around trying to eat all the pac-dots in order to level up. Trying to avoid the ghosts in which take a life away from Pac-Man.

“McJoe the Zombie Slayer” :

In our new game we have a goal to get rid of the zombie curse by defeating the Zombie Queen. There are multiple strategies to go about our game.

For example you can either grab all the items in the dungeon level or you can fight a zombie to level up, or you can do some item grabbing and then fight a zombie for boost.

Design Documentation -

- **Game Mechanics**

Player Movement (Dungeon Screen) -

Go Left -	A / LEFT Key
Go Right -	D / RIGHT Key
Go Up -	W / UP Key
Go Down -	S / DOWN Key

Player Movement (Battle Screen) -

Go Left -	A / LEFT Key
Go Right -	D / RIGHT Key
Jump -	W / UP Key
Aim -	Mouse
Use Weapon -	Left Mouse Click

Draft: Zombie Abilities(When Leveled Up) - Number Keys which will have an ability assigned

In Dungeon Screen -

- Player moves around map to look for exit
- Can collect coins and life boosts by walking over them
- Can collide with zombies to start Battle Screen

In Battle Screen -

Player moves and jumps around the battle screen to avoid taking damage from zombies
Zombies will jump around and chase player to give damage
Player will try and defeat zombie by damaging it enough
If not beaten within a certain time, more zombies will join the fight

• Game Elements / AI -

Draft: CHARACTERS -

- | | | |
|----|----------------|----------------|
| 1. | McJoe | (Player) |
| 2. | Zombie | (AI agent)** |
| 3. | Mutated Zombie | (AI agent)** |
| 4. | Zombie Queen | (AI agent)** |

****AI agent :** Wander around dungeon until player is in line of sight.
The agent will chase the player and attack.

PLAYER -

The player must avoid the zombies.
Mouse clicks to attack when the player is fighting with the zombie(s) in the battle screen.

ZOMBIE -

Zombie will chase the player but never collide with each other.
As the level goes up their speed goes up too.

ITEMS -

Life Boost - Boost life by 10 points.

Draft: Coins - To upgrade the player's weapon.

Draft: May add *more* or *less* weapons later

- Sword
- Bow and arrow
- Baseball Bat
- Gun

Story Bible -

Backstory: The Zombie Queen was furious because her empire was taken down by an army of skeleton people. All of her zombie people were massacred in the Skeleton Zombie war, leaving her as the only survivor. So she used the rest of her Dark Magic to cast a spell on NYC to rebuild her army so that she can fight them once more. Her underground dungeon rose up and spread this plague to turn the New Yorkers into her zombie subjects, creating the current situation that NYC is in.

McJoe: Before McJoe became a zombie when he randomly got bitten during the zombie invasion, he was just a regular guy working a regular 9 to 5 job. Not really going anywhere in life, he was planning on committing suicide. His family left him, his dog walked out on him, and he just got fired, what could this man possibly live for? He finds out what his true calling is when he gets bitten, only to not turn fully

into one of those undead freaks. Now with the strength and abilities of the zombies, and the heart of a New Yorker, the government wants him to take down the source of the plague and save the world!

Regular Zombie (Male / Female): The residents of NYC who have turned into zombies from the initial plague spell or via bite from another zombie. Going against the common idea of a zombie, these monsters are agile and quick on their feet. They will do everything to stop McJoe from getting to the Queen.

Mutated Zombie (Male / Female): The zombies who have been a zombie for long enough to further mutate and gain new abilities. These zombies are even harder to kill and must be fought with caution.

Zombie Queen: The source of the plague and the final boss of the game. They say she was the queen of a civilization long forgotten who used her Dark Magic to create an immortal kingdom, which went horribly wrong. She created a kingdom of zombies instead, forcing her to move her people underground due to attacks from a Holy Alliance comprised of other kingdoms fighting under the name of God. Over time she started wars with the monsters that live underground as well, putting her in the present situation of needing new soldiers.

Development Schedule -

DATE	SCHEDULED WORK
4 / 28 / 2016	Create class for McJoe and level one (world mockup)
5 / 01 / 2016	Create class zombie class, subclass for mutated zombie and subclass for zombie queen
5 / 03 / 2016	Implement world maps for the five levels / Create battle screen
5 / 05 / 2016	Create class for weapons (sword, bow and arrow, gun and bat)
5 / 07 / 2016	Test and debug.
5 / 09 / 2016	Add graphics.
5 / 12 / 2016	TEST AND DEBUG / PROTOTYPE DUE !
5 / 15 / 2016	Add any special features.
5 / 17 / 2016	TEST AND DEBUG / FINAL GAME DUE / PRESENTATION !