

YEAR 2025.

WELCOME TO PHOENIX STATION, FORMERLY **TORONTO**, POPULATION **65,000**.

8 YEARS AGO, A **VIRUS** OF UNKNOWN ORIGIN STARTED AN EPIDEMIC IN CAPE TOWN, MN.

THE VIRUS WAS **FATAL TO HUMAN BEINGS**, KILLING THEM IN MINUTES AFTER ONSET.

BUT WHAT'S WORSE, THE CORPSES WERE SOMEHOW **REANIMATED BY THE VIRUS**.

A REANIMATED CORPSE, DUBBED A "**ZOMBIE**" OR A "**WALKER**", MINDLESSLY ATTACKS LIVE HUMAN BEINGS, **SPREADING THE VIRUS** THROUGH OPEN WOUNDS.

WITHIN MONTHS, THE WORLD'S POPULATION DROPPED TO **35 MILLION PEOPLE**, OR **0.5%**.

IT SEEMS TO BE HUMAN'S **EXTINCTION** EVENT.

BUT, IN ABOUT **0.03% OF HUMANS** WHO CONTRACTED THE VIRUS, THEY DID NOT TURN INTO ZOMBIES. INSTEAD, THE VIRUS **MUTATED AND CO-EXISTED** WITH THEIR SYSTEMS, AND THEY GAINED **SUPER-HUMAN STRENGTH**.

IMMUNITY AND SUPERIOR PHYSIQUE MADE THESE PEOPLE THE **PERFECT WEAPON** TO FIGHT AGAINST ZOMBIES. **CONSCRIPTION** IS THE POLICY IN THIS CURRENT STATE OF EMERGENCY.

TO THE COMMON PEOPLE, **THEY** ARE KNOWN AS THE -

E.T. GAMES

PRESENTS

SENTINELS

A POST-ZOMBIE-APOCALYPTIC FPS

VERSION BETA 0.1

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THIAGO, EDDIE

DECEMBER 4TH 2016

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VERSION HISTORY

[THIS IS WHERE YOU KEEP TRACK OF THE DETAILED CHANGES MADE TO YOUR
DOCUMENT THROUGHOUT THE COURSE OF DEVELOPMENT.]

GAME OVERVIEW

AS A PROTECTOR OF HUMANS, A SENTINEL MEMBER IS INVOLVED WITH TASKS SUCH AS PERFORMING ORGANIZED ASSAULTS, ESCORTING CITIZENS, AND SALVAGING IMPORTANT MATERIAL IN DENSELY POPULATED ZOMBIE AREAS.

DEPENDING ON THE MUTATION OF THE VIRUS, SENTINELS HAVE DIFFERENT TYPES OF ABILITIES. FOR EXAMPLE, SOME GAIN SUPER-HUMAN SPEED AND REACTION. SOME CAN REGENERATE BODY TISSUES RAPIDLY. THERE ARE OTHERS WHO CAN SUPPRESS THEIR VITAL SIGNS TO A MINIMUM AND WALK THROUGH ZOMBIES NONCHALANTLY.

SENTINEL MEMBERS ARE GIVEN AS MUCH FREEDOM AS POSSIBLE WHEN IT COMES TO HOW TO USE THEIR UNIQUE ABILITY IN THE FIGHT AGAINST ZOMBIES.

IN THIS GAME, THE PLAYER TAKES ON THE ROLE OF A SENTINEL MEMBER, AND IS TAKEN THROUGH A SERIES OF CAMPAIGN MISSIONS.

GAME PLAY

THE GAME IS DEVELOPED TO FUNCTION LIKE A CLASSIC FIRST-PERSON SHOOTER. PLAYERS CONTROL A CHARACTER WITH FIRST-PERSON PERSPECTIVE, AND USE THE MOUSE/GAME CONTROLLER TO FIRE AT ZOMBIES AND KILL THEM.

AT THIS STAGE, WE ARE PLANNING TO USE WASD/SPACE/MOUSE CONTROLS.

GAME HIGHLIGHTS

ZOMBIE SHOOTERS USUALLY HAVE A SHORT LIFE SPAN (EXCEPT THE REALLY WELL-MADE ONES LIKE L4D AND RESIDENT EVIL, ETC.), PARTIALLY BECAUSE THERE JUST ISN'T ENOUGH VARIETY IN THE GAME.

WE SEEK TO RECTIFY THIS PROBLEM BY LETTING THE PLAYER CHOOSE A CLASS.

CLASSES ARE BASED ON THE TYPES OF VIRUS MUTATION IN THE PLAYER CHARACTER, AND FUNCTION LIKE CLASSIC RPG CLASSES. EACH CLASS HAS ITS UNIQUE PLAYSTYLE, SUCH AS HIT-AND-RUN OR STEALTH.

ASSASSIN

ASSASSINS ARE SENTINELS WHOSE MUTATION GAVE THEM SUPERIOR REFLEXES AND SPEED. UTILIZING CONCENTRATED, SHORT-RANGE FIREPOWER IN A HIT-AND-RUN PATTERN, ASSASSINS WORK WELL FOR THOSE WHO LIKE TO PLAY A FAST, VERSATILE CLASS.

CRUSADER

CRUSADERS HAVE SUPERIOR STRENGTH AND CAN MOVE AROUND WITH HEAVY WEAPONRY SUCH AS MACHINE GUNS AND ROCKET LAUNCHERS. THEIR MUTATION ALSO ENABLES THEM TO REGENERATE MUSCLE TISSUES RAPIDLY BY SPEEDING UP METABOLISM. CRUSADERS ARE FOR PLAYERS WHO FAVOR HEAVY FIREPOWER AT THE COST OF MOBILITY.

SHADOW

BY SUPPRESSING VITAL SIGNS LIKE BREATH AND HEARTBEAT, A SHADOW SENTINEL TENDS TO SET UP THE SCENE FOR HERSELF BEFORE REVEALING HERSELF IN A FIT OF DESTRUCTION. AS “PHASING OUT” PUTS A STRICT LIMIT ON THEIR PHYSICAL CAPABILITY, SHADOWS USUALLY RELY ON LIGHT WEAPONRY SUCH AS SILENCED PISTOLS AND C-4 EXPLOSIVES, AND MAKE UP FOR THAT LACK OF FIREPOWER BY PLACING IT IN THE PERFECT LOCATION.

ELEMENTALIST (FUTURE)

(IF WE HAVE TIME TO LEARN UNITY 5.5'S NEW PARTICLE SYSTEM — ED)

AN ELEMENTALIST IS A SENTINEL WITH THE POWER TO TRANSFER HEAT ENERGY RAPIDLY AROUND THEM. THEIR POWER WASN'T REALLY SUFFICIENT TO FIGHT ZOMBIES UNTIL THE TEGA, THE THERMAL ENERGY GENERATOR/AMPLIFIER WERE DEVELOPED. TEGA FUNCTIONS AS A CONDUIT AND ALLOWS AN ELEMENTALIST TO USE THEIR POWERS TO KILL.

BLADE MASTER (FUTURE)

(LIKE WE ARE GONNA BE ABLE TO DO THEM ALL. — ED)

BLADE MASTERS ARE VERY SIMILAR TO ASSASSINS IN TERMS OF MUTATION, BUT THEY USE THEIR ABILITY IN AN ENTIRE DIFFERENT WAY. FAVORING COLD STEEL TO HOT BARRELS, BLADE MASTERS USE THEIR AGILITY AND SPEED TO NAVIGATE THROUGH ZOMBIES WHILE CHOPPING OFF THEIR HEADS. UNHINDERED BY THE NEED TO CARRY AMMO, BLADE MASTERS CAN CARRY MORE EXPLOSIVES, HEALING ITEMS AND UTILITY ITEMS.

ART/MULTIMEDIA INDEX

WE ARE USING SOME PACKAGES FROM THE UNITY ASSET STORE AS WELL AS THE INTERNET. HERE'S A LIST OF THE PACKAGES:

- REALISTIC LOWPOLY GUNS
([HTTPS://WWW.ASSETSTORE.UNITY3D.COM/EN/#!/CONTENT/9934](https://www.assetstore.unity3d.com/en/#!/content/9934))
- MODERN WEAPONS PACK
([HTTPS://WWW.ASSETSTORE.UNITY3D.COM/EN/#!/CONTENT/14233](https://www.assetstore.unity3d.com/en/#!/content/14233))
- M67 FRAG GRENADE
([HTTPS://WWW.ASSETSTORE.UNITY3D.COM/EN/#!/CONTENT/9527](https://www.assetstore.unity3d.com/en/#!/content/9527))
- ZOMBIE
([HTTPS://WWW.ASSETSTORE.UNITY3D.COM/EN/#!/CONTENT/30232](https://www.assetstore.unity3d.com/en/#!/content/30232))
- REALISTIC FPS PACK (MUZZLEFLASH/IMPACTS)
([HTTPS://WWW.ASSETSTORE.UNITY3D.COM/EN/#!/CONTENT/21187](https://www.assetstore.unity3d.com/en/#!/content/21187))
- GUN SOUNDS PACK 2.0 ([HTTP://SWEETSOUNDEFFECTS.COM/GUN-PACK-2/](http://sweetsoundeffects.com/gun-pack-2/))

THE LIST ~~MAY~~ WILL GROW IN THE FUTURE.

DESIGN NOTES

DON'T HAVE SKETCHES BECAUSE WE'VE SPENT SO MUCH TIME STARING AT THE USER INTERFACE IN FPS GAMES, AND WE HAVE A PRETTY GOOD IDEA OF WHERE THINGS SHOULD BE.