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Creative Name for Top View Zombie Survival

The idea of this game is to be something simple that someone can log in and start killing zombies to your hearts desire. You will collect resources while killing zombies that will allow you to upgrade, repair, buy new weapons, build defenses, build base weapons, upgrade body armor, and many other attributes. There will not be an end to the game, but instead the waves will just continue to get harder and harder. If for some reason you do die during the wave you will reset back to the beginning of the wave.

The game is meant to be something simple and quick to pick up and play while you are waiting or bored. It will allow a user to have many upgrade options giving them customization, as well as a challenging game play experience.

Simple back story:

The year is 2042 and the human population has become overly populated and computers have reached a point of artificial intelligence that they have decided to use the common flu vaccine as a sleeper-cell virus to eliminate the human race. Allowing for them to take over the earth, but the computers didn't account for different resource issues for power. The computers activated the virus and the human race went into an apocalyptic era. Now you are a lone survivor trying to create a living environment to survive through these times.

Extras - Round objectives such as extra gold, material and such.

- Mystery Item - gold/weapon/material/etc...

1. Objects:
   * 1. Player/Enemy
        + 1. Health
          2. Movement
          3. Armor
          4. Stamina?
          5. Drop value
     2. Weapon/Base Weapon
        + 1. Damage
          2. Ammo?
          3. Type
          4. Range
          5. Fire Rate
     3. Base
        + 1. Health
          2. Defense
     4. Map?
        + 1. Terrain?
          2. Season?
2. Game States:
   * 1. Login/Create Account -
        + 1. Create Account

Username

Email

* + 1. Main Menu -
       - 1. Play/Resume
         2. Endless Mode
         3. Settings
         4. Multiplayer?
    2. Upgrade Menu -
       - 1. Weapons

Buy

Upgrade

Repair?

* + - * 1. Player

Buy

Upgrade

Rest

* + - * 1. Base

Buy

Upgrade

Repair

* + - * 1. Resources(displayed)

Gold

Ammo?

Health

* + - * 1. Save
    1. Game Mode -
       - 1. Pause
         2. Reload
         3. Resources (displayed)

1. Images/Sprites:
   * 1. Player
        + 1. Sprite - walking
     2. Weapon
        + 1. Sprite - shooting
     3. Base
        + 1. Sprite - damage
     4. Enemy
        + 1. Sprite - walking
          2. Sprite - attacking

Goals:

Short term:

figure out android studio

tilt sensors

sprites

time line

proof of concept

Mid term:

game loops

login/create account

object attributes