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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.

**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:

i) Player/Enemy

(a) Health

(b) Movement

(c) Armor

(d) Stamina?

(e) Drop value

ii) Weapon/Base Weapon

(a) Damage

(b) Ammo?

(c) Type

(d) Range

(e) Fire Rate

iii) Base

(a) Health

(b) Defense

iv) Map?

(a) Terrain?

(b) Season?

2) Game States:

i) Login/Create Account -

(a) Create Account

1. Username

2. Email

ii) Main Menu -

(a) Play/Resume

(b) Endless Mode

(c) Settings

(d) Multiplayer?

iii) Upgrade Menu -

(a) Weapons

1. Buy

2. Upgrade

3. Repair?

(b) Player

1. Buy

2. Upgrade

3. Rest

(c) Base

1. Buy

2. Upgrade

3. Repair

(d) Resources(displayed)

1. Gold

2. Ammo?

3. Health

(e) Save

iv) Game Mode -

(a) Pause

(b) Reload

(c) Resources (displayed)

3) Images/Sprites:

i) Player

(a) Sprite - walking

ii) Weapon

(a) Sprite - shooting

iii) Base

(a) Sprite - damage

iv) Enemy

(a) Sprite - walking

(b) 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