BRAaains

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**High Concept Document V1.5**

CORE ESSENTIAL EXPERIENCE

Avoiding eccentric-humans in a desolate cityscape, play as a zombie named Spud, trying to find the grave that feels just right.

DESIGN CHALLENGES:

* Utilizing **comedy** to enhance **gameplay**.
* Communicating a clashing **dark and humorous** theme through aesthetics.
* Managing **version control** with multiple team members.

DESIGN PILLARS:

1. **Utilizing Comedy in Gameplay**
   1. Subverting or exaggerating zombie tropes to put players in the mindset of being a character in a theatrical world, rather than just a zombie.
   2. Having more expressive characters/enemies will get the player into the comedic mood of the game.
   3. Enemies give the players a sense of urgency and making the humans over-the-top and comedic rather than the typical helpless survivors will emphasize humorous tones over the dark and brooding feel of a zombie survival.
2. **Dark and Humorous**
   1. Having more expressive features and actions to exaggerate characters and emphasize comedy.
   2. Making vile actions feel more fun and friendly to the audience (like having constant cussing replaced with silly one-liners; “I’ve had enough of these Monday-Friday zombies in my Monday-Friday city,” blood being represented by particles of dust or confetti).
   3. Stylized cartoon aesthetics paired with a dark color scheme could make for an easy blend of our 2 themes.
3. **Version Control**
   1. Familiarize our team members with commonly used commands.
   2. Establish an easy-to-use system for branching.
   3. Clear, detailed messages with commits to help with organization and history management.

FEATURES

* Playing as a sentient and shockingly compassionate zombie

trying to escape humans.

* Need a way to move faster as a zombie without the hassle of Speed-creeping? (it's like walking except for zombies) Just **Crawl**! It allows for at least a 1/16th increase in speed!
* To hide from the humans, **playing dead** is necessary; being more 'dead' is the essence of this sacred technique.
* BRAAAINS!!!... Zombies can't help but **Groan** when moving around. Groaning alerts humans, making it important to keep an eye on the **Groan meter…** or else-- BRAAAINS!!!
* The many buildings of the city make for a confusing layout and an apocalyptic feel. The Graveyard is the only place untouched by the chaos. (even humans have some respect for the dead...wait)

Mechanics

In Braaains we will see the player creeping, crawling, and playing dead, all in hopes of evading detection by the humans. By utilizing classic zombie tropes we put players in the 'shoes' of the zombie, but by exaggerating those tropes, we get players to realize it isn't about them being the zombie, but rather finding the perfect grave.

Aesthetics

The buildings, baddies, and our brainy zombie, Spud, will have a humorous, stylized, bizarre feel with a dash of apocalyptic doom and gloom. Immersing the player in a dark comedic and over-the-top world.

Narrative

Braaains takes place in an urban cityscape, that has been reclaimed from the hordes of zombies that assailed it decades ago. However, our focus is not on the rising population of triumphant humans, but on the few remaining zombies in the city, who are being systematically hunted down and exterminated!

Technology

We will be using Unity, a robust, industry-standard engine with a wide set of features. Unity animation-blending capabilities will be useful for creating hybridizations of different crawl and creep animations, helping us avoid a 'combinatorial explosion' of animations that would be needed to cover the wide range of possible limb configurations our zombie may have.