BRAaains

8/20/2018

**High Concept Document V0.3**

CORE ESSENTIAL EXPERIENCE

Experiencing exigency while controlling a zombie trying to traverse through an exaggerated world in order to find the perfect grave.

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. **Comedy -> 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. Armed volunteers 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 makes for a confusing layout and an apocalyptic feel. The Graveyard on the other side is the only place untouched by the chaos. (even humans have some respect for the dead...wait)

Mechanics

Braaains 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 its about them experiencing a comedic, over-the-top world with urgency.

Aesthetics

The buildings, baddies, and brain-hungry zombies of Braaains will have a humorous, stylized, over-the-top feel with a dash of apocalyptic doom and gloom to immerse the player in a dark and urgent but 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 a few months 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’s 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.