World Bible

### **Core experience (what the player does and feels in this world)**

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

### **Tone (the emotions the world conveys through mood and atmosphere)**

The tone of this world is a dark and humorous one, taking place at night in a desolate cityscape. The humor in the game is enhanced by enemy interaction in the world, along with messages written on signs placed throughout the city. While the more dark side would be that Spud is the last zombie, and is being hunted down by the humans.

**Theme**

Reverse zombie Apocalypse

Modern Stealth

### **Physical structure and geography**

Zombtropolis is located on an island. The bridges that once lead into the city were bombed to prevent the infection from spreading to the normal populus, leaving most of the outer city in shambles. The sidewalks and buildings that remain in the city center have survived the test of time and only show minor wear. The generators that the humans use keeps the streets lit to allow them to see the lifeless decaying eyes of any zombie stragglers.The cars that once populated the busy roads now sit lifeless, stripped for parts by the survivors. (if you thought you’ve had to sit through bad traffic before, imagine being stuck in traffic for 20 years)There will also be signs that say things like “Please, do not feed the zombies” (because people are crazy and will feed zombies like ducks at the lake), where ‘not’ would be scratched out, almost as if a zombie did it on purpose.

#### **Key Landmarks**

* Zombtropolis
  + City island funded by the government to research the nanite capabilities. Zombinc had their own ideas with the test subjects. While slowly conducting their government research, they try to zombify people with the nanite. Thus creating the Nanitcal Zombiosis (NZ) The city has many governments worker but don’t realize Zombinc was enacting their plans of zombies with multiple patients zeroes, like Spud.
  + The City has bridges connected to four points to the mainland.
* Zombinc Building
  + The Company building that created housed and created the NZ virus creating the zombies that devastated Zombtropolis. The building stands tall in the middle of the city as it is a safe haven for the rest of the humans that reside in the city. Many of the rooms are either blocked off or used as a bedroom.
* Graveyard
  + Spud’s favorite resting place. Guarded by the best man in the world, Tom, who is watching the graveyard like a hawk. Not Spud’s actual grave but one that might give him the rest he wants.
* Tom’s Bar
  + Tom’s business before the NZ ruined it. It is now Tom’s defense against the hoard. Armed to the teeth with various tables and chairs. Tom’s glasses are here, somewhere. When he was human, this was Spud’s favorite bar where he would drink “The Zombie”.

### **Civilizations**

**Key People**

* Spud
  + Spud was an unemployed 35 year old man with a degree in environmental soil sciences and picked up Underwater Basket Weaving as a hobby. Unable to find a job close to home, he decided to move back with his parents. On one particular day when his parents were scolding him and telling him to stop sitting around playing games all day and get a job. Spud got fed up and left the house, wandering into the inner city at 2am, and was blocked by a strange man in a business suit. The man asked if he had $10 to spare, to which Spud replied: “I would, but I don’t even have a job”. This seemed to peak the man’s interest. He then whispered something and a black van raced next to them and Spud had a bag thrown over his head, was shoved inside and taken.
* Tim/Thompson
  + Having years of being without glasses, since his prescription ran out years ago, he has developed a higher hearing radius allowing him to detect zombies from further away when they groan. However, will have the lowest chance of detecting the zombie hiding. Before the NZ, he was running a bar in the city which was Spud’s favorite bar.
  + This enemy is a bit stockier in size. He is around 55 now and used to be a businessman, so he is still wearing his suit, even in the apocalypse. His suit is that kind of lighter color. Maybe make the suit and character look something like Dave Bautista? His eyes are a tad squinty at most times due to his lack of being able to see properly. Primary weapon: rebar wrapped around his fists
* Mackenzie Mathews (Mac)
  + Before the Zombie Apocalypse, she was a fitness trainer who ran marathons in her spare time. She goes out in typical marathon wear. At 40 degrees, she wears a Tank top, gloves, arm warmers, and Capri leggings. With dyed brunette hair. The perseverance and speed that she honed before the zombie apocalypse helped her survive the initial outbreak. Being a trainer, this makes her more persistent than the other two enemies. She will continue searching, or being on alert even after losing sight of a zombie.
* Sean/Sawyer
  + Born into the zombie apocalypse, his family has always taught him to never engage zombies, always run and get someone stronger. At a young age he somehow found a working mp3 player and has managed to keep it running throughout the years. He has headphones in at all times, drowning out most of his ability to hear (it helps him, cause he is terrified of zombies). But he makes up for it by being able to spot a “non-dead” zombie in a pile of bodies easier(so if you see him running away from you, you had better start creeping/crawling away). Primary weapon: carries a flashlight and typically travels with another human.
  + This enemy is on the scrawny side, and is wearing shorts and a heavy metal t-shirt in 45 degree weather, because he doesn’t own any jackets. If alone he won’t actually attack the zombie. They will run to find another human to finish the job.
* CEO of Zombinc
  + The creator of the zombie outbreak. Wanting to replicate actual emotion within their zombie game. He believed through the NZ virus, that he could control the zombies to the point of getting his results and killing them afterwards. But due to a bug in the program he lost control, which resulted in putting bounties on whoever was able to kill the remnants of the horde. With only Spud remaining, he believes by having him killed, his mess will be forgotten.

### **Political Factions**

* Zombinc
  + Hunters: Are people who have volunteered to hunt zombies in Zombtropolis for Zombinc for a high amount per zombie confirmed kill. They were the first the first humans to return to living in Zombtropolis as they began to clear out the city.
  + “Clean-Up Effort” Members: Came in once the Zombie population began to dwindle to a point that safety could be ensured.
  + Protection Force: Unlike the Hunters they are a professionally trained Militia that exist to ensure that the “Clean-Up Effort” is safe. They carry guns and wear uniforms they aren’t on the street during the evenings but they can be seen during with members of the “Clean-up Effort”.
  + Has multiple buildings in the city
* Government
  + They helped fund Zombinc and Zombtropolis in order for military research to be done to create invincible soldiers. When they caught word of the outbreak, they decided to cut off all interaction with Zombtropolis by destroying the bridges connecting the city to the rest of the country.
  + After taking out most of the zombies, the government began helping the city with rebuilding starting with refurbishing the high rises and fixing the street lamps and some establishment, like Tom’s Bar. Since the bridges that connected the city to the mainland are destroyed, the government had to fly in their supplies via helicopter.

* Zombies
  + The handful of zombies that were injected with the nanites made a hamlet for themselves. But over a year ago, all of them were hunted down and killed except for Spud who was living in hiding, hoping to rest in peace in a grave instead of being killed in the street.

### **Technology**

* Nanites
  + Machines manufactured by Zombinc to control the zombies created for their game. After the downfall of Zombinc and the release of the zombies into uncontrolled areas, the nanites spread to new hosts after zombies bite their victims. Once placed in a new host the nanites begin to multiply using the iron in the victim's blood. These nanites cause advanced healing and allow zombies to survive well past the expected decay date. Eventually, the nanites use up all of the genetic material replicating themselves and mimicking the original material.
* Pain Train
  + It was use for a quick transportation around the city before the outbreak. When the outbreak happened, it was repurposed with the Nanites allow the train to continuously move on the track creating a death trap for zombies since the zombies are drawn to loud sounds.

### **Phenomenon (buh duuh duh duh)**

2011 A.D. Sawyer is born

2013 A.D. Construction of Zombtropolis begins

2018 A.D. The city of Zombtropolis is finished. Zombinc begins research.

2018 A.D. Zombinc starts funding for graveyard. Testing on corpses begins.

2023 A.D. First zombies discarded. Spud survives.

2024 A.D. Spud depigmentation begins. Zombies are first released

2024 A.D. Tom Loses his glasses.

2025 A.D. Mac closes her gym due to the zombie apocalypse.

2025 A.D. Spud’s depigmentation is finished.

2027 A.D. Spud is now being hunted

2029 A.D. Hunters begin repopulating the city taking residence in once abandoned high rises.

2030 A.D. Vital Humans have begun to repopulate the city to return the city into working order, starting with things like street lights. But slowly moving on to other necessities of the city so that people can begin returning to initiate the clean-up effort.

2031 A.D. Government assists the vital humans in rebuilding by flying in supplies.

2032 A.D. Spud is now the last zombie alive looking for a grave for his final rest.

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### **Possible Text Lines**

Important hints presented by Zombinc:  
  
“Using the deadly art of playing dead to hide inside zombie piles to sneak around your foes.”  
“Remember: green is your friend, important objectives are that color. But red is dangerous, please avoid at all costs.”  
“Using the crawling mechanic is recommended to get into hard to reach places”

Upon entering level:

“There's the grave, although it looks like I’ll have to go around.”

“Huh, that grave is pretty lit up that seems like the place to go.”

“Who puts a fence around a cemetary? It’s not like the dead are just going come back alive.”

Seeing Poster at barricade:

“Whose this handsome devil? Oh wait, that me. Why am I on a poster?”

“Huh, looks like I’m wanted...Well, there’s a first time for everything.”

“Wait I’m wanted?!?!? But I haven’t done anything yet.”

Seeing Tom after the porch/Upon seeing grave entrance:

“Looks like I’m gonna have to crawl in order to get to that grave.”

“Why is the entrance of the cemetery boarded up? Good thing I can crawl.”

“Uh oh… Tom’s here. Looks like I’m going sneak around.”

1st hint: about grave

2nd hint: near the poster

3rd hint: near entrance to graveyard saying to utilize craw

Level 1:

Upon entering the level:

“Since when does the ground light up important areas?.”

“That grave was too small, I had to really curl up to fit.”

When seeing the lit up light posts:

“Looks like it wants me to follow these lights, but why...”

“I know these lights are leading me somewhere, my trap senses are tingling though.”

When seeing Tom’s bar:

“Ah Tom’s Bar….. those were some good times I had there.”

“ Oh it Tom’s Bar…..I wonder if he will sell me a drink.”

“Hey its Tom’s Bar. I wonder if he has zombies still banned.”

Upon seeing Zombink Tower:

“‘Here at Zombink safety is our top priority’ heh yeah right.”

“Oh so that's where these lights are taking me. I really hate this place.”