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**

Zomtropolis 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 used to keep the streets lit 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

* Zomtropolis
  + 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 Zomtropolis. 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**

The handful of zombies that were injected with the nanites made a hamlet for themselves, but all except for Spud were hunted down and killed over a year ago.

**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.
* Tom
  + 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.

### **Political Factions**

* Zombinc
* Government
* Zombies

### **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.

### **Phenomenons**

2023 A.D. Construction of Zomtropolis begins

2031 A.D. The city of Zomtropolis is finished. Zombinc begins research.

2035 A.D. First zombies discarded. Spud survives.

2040 A.D. Spud depigmentation begins. Zombies are first released

2042 A.D. Tom Loses his glasses

2046 A.D. Spud’s depigmentation is finished.

2047 A.D. Spud is now being hunted

2055 A.D. Spud is now the last zombie alive