World Bible

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

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

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

The tone of this world is a dark/humorous one, taking place at night in a cityscape of sorts.

The darker side of the world is, most places had been devastated by the zombies for almost 15 years, leaving cities in shambles. The sidewalks and buildings are worn down due to...well, there was a zombie outbreak, so things tend to not be maintained. There are generators in order for the humans to keep the streets lit so they can see the dying decayed eyes of any zombie stragglers. There are cars that have been abandoned and some skeletons in them (if you thought you’ve had to sit through bad traffic before, imagine being stuck in traffic for 20 years) and the cars have been stripped for parts to use for barricades.

On the humor side of this world, there are signs that have some quirky messages on them. An example being a sign that says “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.

**Themes (what the world is about philosophically)**

### **Physical structure and geography**

### **Civilizations**

### **Political factions**

### **Religion and mythology**

### **Technology**

### **Phenomena**