

YOU Are TEH ZOMBEEE

Game Design Document.

Table of Contents:

Synopsis.

Core Pillars.

Key Features.

Levels description.

**Synopsis:**

Your name is John and this is your story, so read up! John was walking down the street one bright sunny morning thinking about how that game design class is so awesome, and BAM! Some bottle just falls out of the sky right in front of him. John looked up and saw a military helicopter flying right over him. It seems that the bottle fell out of that helicopter. Being the curious bird that he is, picked it up to take a look. Surprisingly the bottle only had a tiny hole in it and the green liquid inside poured on to the concrete splashing a little bit on to his shoes. He then tossed it off and continued on with his bright sunny day. Little did he know, everything in his life is about to change.

John sensed that his hand was stinking, so he took a whiff of it, but he made the horrible mistake of licking his index finger. He felt nauseous and lethargic in class. He took off to go home and sleep. When he woke up, John realized that he is a zombie and he is really hungry. He noticed a lot of changes in his body. Not that it mattered since he is the only one of his kind. He has no hair; his muscular body looks like a round circle now. That is also when he realized that the fate of the world is in his hands.

So he decided to turn everyone in the world into a zombie...

After breakfast ofcourse...which is actually his roommate Mike. Mike is a very bad roommate anyway.

### **Core Pillars:**

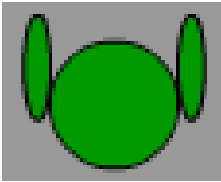
Strategic Top-down cat and mouse game where the player is the zombie and the object the game is convert all humans around into zombies.

Infect the humans starting with the local library, and the whole county, state, eventually the whole country.

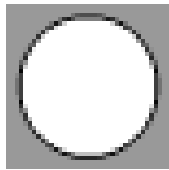
The ultimate reward for conquering all levels is that the player will be turned back into a human. The cure for “zombieness” is actually the blood.

The goal of this game is to create an user experience where the player will be racing against time to win. Time, key controls and reward points of the game should come together in a way that the player should want to play the game over and over again.

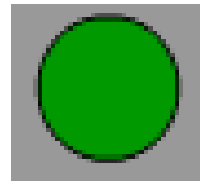
**Zombie:**



**Human:**



**Human turned into a zombie:**



**Key Features:**

1. Control the zombie using the arrow keys. The hunger level is displayed at the top right hand corner of the screen. Starts at full.
2. Humans are running scared all around aimlessly. Using the controls, he zombie should catch and bite the humans.
3. The more humans the zombie bites, the player scores points and the hunger level reduce to empty.
4. The whole thing is clocked. The zombie must satisfy his hunger level before the time runs out.
5. If the hunger level reaches empty, the player has won the level.
6. The game consists of 5-6 levels.
7. The time allocated for each level varies.
8. As each level progresses, it becomes increasingly difficult for the zombie to deplete the hunger level.
9. Humans will also get the capability to defend themselves using weapons, knives etc.

**Levels: 5 Levels. 6<sup>th</sup> optional level if time permits.**

- 1) **Level 1** – Infect the local library. The initial prototype is based on this level. The goal of this level is to educate the player of his controls and also provide a basic feel for the game.
- 2) **Level 2** - Infect the local park. Obstacles will provide a maze type feel to the player. Park benches and rocks stuff comes in the way of the player. Player must maneuver around and catch hiding humans without the clock running out.
- 3) **Level 3** - Zombie is on the highway. Goal is to dodge on coming cars and infect humans at the same time. This level will provide a Frogger types
- 4) **Level 4** – Snipers shooting you from top of the building. Goal is to avoid snipers and eat humans. Zombie must reach the building entrance without getting killed.

- 5) **Level 5** – Inside the building, humans are coming after the Zombie with guns and knives. Zombie must kill the humans and detonate the bomb containing the green liquid. The bomb will infect all of the world if detonated.
- 6) **Level 6** – Mash up all the previous Level features together. \*\*\*IF TIME PERMITS ONLY\*\*\*