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| jg studio |
| Zombie TakeOver |
| **[Assignment #1 – Unity Game** |
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| **Jason Gunter** |
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| October 1st, 2016 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*Zombie takeover is a simple scrolling game, where the player must control an infected ship. The player can infect other ships to gain points. They must avoid planes that have the “cure”. They can also collect gas tanks to enable their boat to continue in the game.*

1. **Game Play Mechanics**

*The player will use the arrow keys to move the ship left and right on the screen.*

1. **Camera**

*The camera for this game uses an orthographic projection. It is a “birds-eye-view”.*

1. **Controls**

*The user will use the left and right arrow keys to shift the boat left and right on the screen.*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Enemies**

*The enemies are the planes, which carry the cure. After two planes drop a liquid cure on the player ship, the zombies are cured of their disease.*

1. **Items**

*The player can collect gas tanks, and gene mutations, making them more difficult to cure. The gas tanks will allow the player to continue through the game, and the gene mutation objects will reduce the effects of the “cure”.*

1. **Vehicles**
2. **Script**
3. **Scoring**

*The player gains points by the distance they have travelled in the game, which can be increased if they pick up more gas. They can also gain points by infecting/destroying other ships, by hitting them.*

1. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*