

Project Z

Designed By

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**Concept Paper**

**Genre, Target Audience, Description, Features, Cost and Time to Develop, End Goals.**

**Genre:**

The game is a  Top Down action Arcade elements with RPG Elements, and slight Horror undertone.

**Target Audience:**

The games target audience will be for intended for teenagers due to the mild violence.

**Description:**

The game will be have different settings as your progress through the game, ranging from a farmhouse to a Shopping mall, The main character is tasked with surviving against the virus, using different means of fending off the horde until he is able to progress.

**Features:**

The game will be an action game, the Player character will be able to roam the town at their leisure and unlock new areas progressing through the game. The game will have open dialog options, that will change based on items found in the environment, or the player’s RELATIONSHIP with the NPC, this can be changed by selecting Dialog branches that will either Negatively or Positively effect the Players Standing with the NPC these NPCs maybe able to help the player with the Horde.

The game will be viewed from a Top Down giving the player a full view of what is around him and items he is able to pick up.

**Cost and Time to develop:**

I am hoping for the game to have voice acting and will require the cost of a microphone.

**End goals:**

The purpose of making the game is to get experience of creating and releasing a game within a time frame, this is not being created at a financial project.