Zombie Survival Game (Silent Island: Survival)

Game Proposal

Kevin Haston

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Overview

Brief Description:

A turn based, isometrically viewed, zombie survival game. The game takes place on a island that was over taken by Zombies some time ago. The back story of this still needs to be written, but the play will discover the story by collecting letters that are scattered around the island. The game will open on a wrecked small town located somewhere on the island and the player will only have 2 -3 units to start rebuilding with.



Objective:

The player will need to build a city by scavenging, farming, building, crafting, and training units. Once the city is large enough and has the minimum requirements to sustain itself, the game will be complete.

List of Minimum Requirements:

1. Population – Need enough people to sustain the city.
2. Militia – A group dedicated to defending the city.
3. Food Production – Farms can be set up to continually supply food.
4. Walls – The city must be completely walled in.
5. Town Hall
6. TBA

Category:

Survival, Turn-Based Strategy,

Target Audience/ Platform:

PC and Web Based, no mobile support as the interface may be too complicated.

Art and assets / price:

|  |  |  |
| --- | --- | --- |
| Assets | Link | Price |
| Ground, Structures, Loot | https://assetstore.unity.com/packages/3d/props/low-poly-ultimate-pack-54733#description | $60 |
| Zombies | https://assetstore.unity.com/packages/3d/characters/toony-tiny-zombies-pack-100508 | $10 |
| People | https://assetstore.unity.com/packages/3d/characters/toony-tiny-citizens-megapack-99854 | $20 |
|  |  |  |

World Creation

World Description:

There will be 3 different world sizes, mini, standard, colossal.

|  |  |
| --- | --- |
| **Name** | **# of Ground Titles** |
| Mini | 250 x 250 |
| Standard | 500 x 500 |
| Colossal | 1000 x 1000 |

There will also be 10 preset maps that will give the illusion of the terrain being randomly generated. We can also randomly create terrain by randomly creating an array. The maps will be stored on txt files and look something like this:

0000000000

0000111110

0001111110

0011111110

0001111100

0011111100

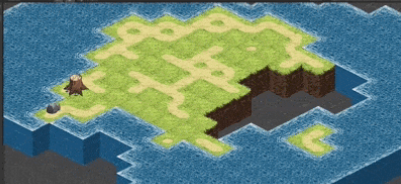
0011101100

0111100000

0001110000

0000000000

The ground of the world will be made on a grid system comprised of something like 250 X 250 ground tiles. Each ground title will have the following attributes.

* Location Array - [x, y] a length int two array that will hold the location of the tile.
* terrainIsPassable Bool - This will be set to true when something is on the title that should stop a unit or zombie from moving through it.
* hasPlayer –
* hasZombie –
* hasLoot -
* 

When the game starts the world should generate by randomly placing the tiles, then loot, then structures, then pick a place for the user to start.

Types of units:



All units will have these basic attributes.

* Health
* Attack Strength
* Attack Distance – Will depend on weapon.
* Defense Strength
* Stealth
* Sight Distance
* Action Points – These will be used to move, attack, build, all actions
* Max Action Points
* Carrying Capacity

They will be able to preform certain tasks and get attribute upgrades depending on their chosen profession. Here is a list of types of units.

* Basic Unit: This is your average citizen. Nowhere to go but up.
* Farmer:
* Soldier:
* Scientist:
* Scavenger:

All units other than the basic unit will have one of the following adjectives to describe how proficient they are at their skill. Novice, Skilled, Advanced, Expert. Once a basic unit has chosen a path to progress on, they can no longer change their specialty.

Types of Zombies:

Types of Structures:

Game Play

Game Play Description:

Basic Player Turn:

Basic Zombie Turn:

Attacking:

Defending:

Building:

Farming:

Scavenging:

User Interface

All Menus

In no order, here are the Menus we will need.

* Unit Menu:

TBA

Game Design

Scenes

Schedule