Outbreak



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Version 1.0

*Outbreak* is a 2D action game where the main character, Damon, must survive a zombie apocalypse. Damon was a scientist working with a secret government agency to create biological weaponry. One night while testing an experimental virus strand, a vial breaks exposing the general public to the deadly contagion. The infection spreads rapidly across the nation triggering an outbreak. Shortly after exposure, the infected start displaying aggressive behavior and begin to feed on human flesh for sustenance. While scanning for radio frequencies, Damon comes across a looping radio transmission indicating that a forward operating base has been established at the heart of Manhattan. Damon must travel across the nation, from California, in hopes of finding refugee in New York. During his travels he runs into remaining survivors and must quickly decide whom he can and cannot trust.

*Outbreak* is a side scrolling game similar to Castlevania with a dark and eerie theme. The game soundtrack will be composed of ominous music to fit the tone. The player character, Damon, is an average citizen that must fight off zombie hordes in order to survive. Through his travels Damon will acquire a knife, chain and gun to help him fight off his flesh-hungry foes. Each level will depict a different state that Damon must travel through in his journey to New York. In order for Damon to advance to the next state, he must stay alive. There will be many obstacles in his voyage but his most dangerous will be *the infected,* or the zombies. The infected will chase after Damon and try to feed off his flesh. Other obstacles that Damon must face are the varying environments and climate changes of each state.

The gameplay controls of *Outbreak* will be similar to that of the base game, *Space Viking*. The player character will use the on screen joystick to move left and right around the game world. There will also be a jump button and an attack button that will help Damon avoid obstacles and fight off the infected.