**Overview**

Zombie Dash is a game which will be available on multiple platforms (IOS, Android, Xbox, PlayStation) in the future. The game revolves around being in control of people who are survivors fighting to stay alive for as long as possible from a zombie outbreak. The main purpose of this game is to focus on trying to get as many supplies as one can get before the zombies start moving around. This game is a survival game with real time based maps.

**Logins/accounts for the game**

In order to access and play the game users are required to create a game account. The game accounts created will be stored by the game server. The game will also allow players to log in using third party accounts such as facebook or google account. In which case the associated third party account info will be saved. Accounts will be used to save a player’s progress and personal leaderboards.

**Aesthetics/customization for the Player**

Player will be able to select a range of options for his/her character:

* Body type
* Hair
* Skin Color
* Clothes
* Equipments
* Shoes

**Multiplayer**

Zombie Dash has a large emphasis on multiplayer and will allow for players to play together whether it’s with a group of friends or with random players.

* Solo Queue
  + Players playing solo will be placed into a queue where they will be matched by the server with other solo queue players.
  + After enough players have been chosen the game will start.
* Group Queue
  + Players will join a pre-game lobby where the host of the lobby can invite other players to join the party.
  + When the party is ready the party will join the queue as a group and will be matched up with other groups of players..

**Gui**

The game will first be built to play on a PC, but our long term goal is to extend the game to a mobile version. Players will be directed to a menu when the game first starts. The menu will contain buttons with different actions. Players will be able to create an account, login or out, start the game, select a map, select a character, and be able to customize their character. The Menu will also contain settings for sounds and lights. Additionally, players will be able to see their current position on the leaderboard.

**Energy System**

Zombie Dash will implement an energy system for players to play. Certain aspects of the game will cost a different amount of energy. Depending on what the player chooses to do, players will have energy depleted from an energy bar that’s displayed by the game menu. When the energy bar runs low, players will be limited to what they can do.

There are different ways for players to gain more energy so that they can continue to enjoy the game.

1. Players will be able to complete offline tasks within the game. Upon completion of offline tasks, players will be rewarded with energy to continue playing.
   * These tasks can range from doing surveys to watching videos/commercials which can become another opportunity for income.
2. As real-time progresses, player energy bars will replenish.
3. Players who do not choose to wait or complete tasks can instead purchase energy refills from the in-game store.

**Micro Transactions**

Zombie Dash will have an in-game store for players to buy additional content. Opening up new avenues for making a return on the investment of the development of the game.

* Special skins/cosmetics for changing a player’s appearance.
* Limited-time items for special events/holidays.
* Weekly rotating sale items, where players can buy items on sale for a limited time.
* Loot boxes which will let players test their luck by paying for a random cosmetic.
* Official studio developed maps offered as downloadable content.
* Energy refills for players who don’t want to wait or complete tasks.

The in-game store will avoid having any items that will give players an unfair advantage such as stronger items which could upset fans who play without purchasing micro-transactions. Instead the store will focus on purely aesthetic cosmetics as well as items one could be obtained by playing the game normally.