High Concept Design

CSSE352 Computer Game Development

Team 7

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Premise of Game

The "inspiration" of the game was founded by Michael Laritz and is loosely based on the online game Boxhead. The game is going to have an over-the-top view point from the main character which the team decided on because the team all agreed that 3D graphics were going to take a long time. The team decided to have two modes for the user to play. A somewhat short story mode and an arcade mode for continued playing after completing the story mode. The short story mode will involve the user to control a human and accomplish tasks but without being killed by the zombies. The team decided on this because we wanted to have a story aspect to the game, but still wanted something so that the user could jump on the game and start playing just for fun. In the arcade mode, the user can be part the zombie side or the user can be part of the human side.

Intended Audience

The intended audience of the zombie game is for people from 13 to 25 years of age who like to play computer games and who especially like to play zombie related games or who watch zombie movies or tv shows. The game will have killing and will probably not suitable for younger audiences. The game will not involve too much strategy and older audiences will not be too interested in the game.

Genre

The genre of the game is a quick shooting survival game and a single role player game.

Unique Selling Points

There are two types to play. The user can play arcade mode or story mode. In arcade mode the user can be on the zombie side or the human side. The arcade mode will consist of multiple rounds or increasing difficulty. In the story mode the user is a human, who has to complete several missions. The humans have special skill sets and several types of weapons to kill zombies. After the user kills the zombies the user gets points to upgrade his skills. Zombies will drop money after they die or money can be found in various places throughout the map. The money can be spent to upgrade the weapons the user currently has on hand. The zombie side has multiple types of zombies with various strengths and weaknesses.

Target Platform

The target platform for the zombie game is Windows.

Overall Storyline

One day, a man wakes up and finds that he is the only human in the world. So he struggles to find some weapons and kill the zombies trying to live longer. The user will be given some hints and/or instructions about mission at hand to help him to survive.

The first mission, he just has a knife. The character must find a better weapon, a pistol, and defend him from nearby zombies. He then has to exit the building he currently resides in as the numbers of zombies are increasing and the building is going to collapse.
The second mission requires the character to find a shelter to make a home base so that he can better fend off the zombies.
The third mission has the character go out and search for others to see if anyone needs to be rescued or if everyone is a zombie.
The fourth mission requires the character to look for resources as the character has gone without food and water for a while. The character must find better weapons as he has finds out a large hoard of zombies are approaching him and his base.
The fifth mission requires the character to defend his base from swarms of zombies without dying. He will need everything he has to kill the zombies.
The sixth mission requires the character to go search for a cure as he has got bitten by a zombie when the zombie horde attacked during the fifth mission. The character has a limited amount of time to find the cure or else he will die and turn into a zombie. He finds out that there might be a cure in a lab nearby.
The seventh mission requires the character to get out of the city as he has found out that the government can't quarantine the zombies in the city any longer and will drop a nuclear bomb on the city. The character has a limited amount of time to escape before the bomb is dropped but there are several zombies in his path to freedom.
The eighth mission is the final level and also a boss level where the character must kill the boss zombie and the other zombies that are close by. The character must kill the boss zombie within a timely fashion due to the fact that the character is still within the blast radius of the nuclear bomb. After the character beats the boss, the nuclear bomb will go off. An end game screen will appear with what happens to the character and how the character now lives his life.

Each mission will increase in difficulty and different weapons can be found on different missions. The character will be able to find various weapons including a pistol, shot gun, grenades, rifle, a machine gun, a claymore, and a rocket launcher. After the character completes each mission the game will save. The weapons are upgradeable and will help him in the current and future missions.