Zombie Dash Game Scenario One
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Project Description

In our Zombie Dash prototype, we would like players to be able to explore a 2D environment. The player's perspective will be a top-down view of the game world, so that the player can move in all directions. The said environment will be maze-esque in which the player will have to find an exit door to leave the level. This exit door will be hard to find and will be at the end of "maze". The player's main goal is to complete the level as quickly as possible by exploring the level, and collecting resources that may make exploration easier against the zombies such as guns, health packs, and other resources. The longer the player stays in the level, more "noise" is generated by the player who is interacting with the environment which in turn increases the difficulty by increasing the zombie spawning rate and speed.

For this first scenario, our key features will be a basic environment (level) that is maze-like, player movement and associated with camera movement, a basic main menu and in-game menu, a combat system, and implementing sprites for certain objects (i.e., the player, zombies, interactable objects, level theme, etc).

Scenario

The player opens the game to a UI menu, with a start game button, an options button, and an exit button. The start game button will take the player to a new scene which is a two dimensional maze-like top down environment that allows the person to take control of their character, and interact with objects in the room (interaction will come in future release). The options button will open up an options sub-menu that will allow the player to control the volume of in-game music. The exit button will first get confirmation from the player asking again if they are sure they want to quit. Upon confirming, the game exits and the game process will terminate.

There will also be an in-game menu that will be similar to the main menu. However, this menu will have a continue button, an options button, and an exit button. The continue button will bring the player back to the game. The options button and exit button will have the same functionality as in the main menu.

The player will be able to move around using the arrow keys, with additional movement mechanics that will match the dash as in the game's title. We will add a dash mechanic that will have a cooldown for the player to quickly move in a specific direction, along with having a stamina system for allowing the player to sprint in a direction as well.

Zombies will be the core obstacle of the game that the player will have to overcome. At the start of the level, there might be a few zombies walking around and slowly creeping towards the player, but the longer the player explores and interacts with the level, zombies will start to increase in spawn rate, and their movement speed increases as well.

For the combat system, the player will have access to both ranged and melee weapons. The player has an incentive to play more passively or aggressively depending on their perceived strength and skill. Weapons may be found as they scavenge through rooms varying in different powers or functionalities. For example, if a player wants to kill zombies without attracting more, they could possibly prioritize weapons with silencers as opposed to the louded, strongest gun they can find.

For the sprites that we will be adding in this scenario, we would like to find them online as free assets. This is because none of us have experience with animating sprites and this process is apparently quite difficult and time consuming. As previously mentioned in the project description section, we would like to have animated sprites for the player, zombies, and objects in levels, and the level itself.

When the player is spawned into the maze-like map they will be placed in the center. Whenever the player moves the camera follows the player around the map. If the player is stuck on something (eg: obstacles, object, zombie, edge of the map, etc) then the camera will not move as well. The player's objective is to move around in order to find the door to the next level/beat the game.