

Run Zombie Homerun!

Concept

Storyboard

Run Zombie Homerun is a 2D endless runner game in which you play a character which has to avoid zombies or hit them to survive the longest. Hitting zombie slows you a bit and helps to see them coming. You can catch bonuses. You can hit zombie kid to go faster and distance the deathzone.

Prototype

What has been done?

- You can move (WSAD or arrows)
- Spawn zombie, bonus and zombie kid
- Menus done with blank background
- Icons for buttons
- Ranks
- Hit zombies (spacebar)
- Mute music in pause menu
- Option, Sound, Music buttons.
- Highlight selected button and change backgrounds.
- Music
- Smartphone controller

What has to be done?

- Missions and Stats.
- SFX

What you have to know?

- The target platform is smartphone. That's why the prototype has been done for a screen size of 1136x640 (average Smartphone size). There will surely have global ranking and maybe multiplayer game (coop or versus).
- I found that Jetpack Joyride (main competitive game) is one of the best running games on Smartphone. Then you can see some similarity with the UI.
- This is the state of the version 1 of the game; in the final version there will be a lot more like other bonuses (shield, resistance, distance, score), other weapons (pistol, shotgun, bazooka), other means of transport (rollers, car, motorcycle), other skins, a market, multiplayer modes (coop, versus), other modes (nursery (lot of zombie kids), infection (you try to catch the runners), custom (all quantities customizable)