

# 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. Hit zombie slow you a bit and help to see them coming. You can catch weapons, bonuses, upgrades.

## Prototype

### What has been done?

- You can move (WSAD or arrows)
- One zombie randomly spawns every 18m
- Main menu, Pause menu, Play again menu and About menu done with blank background

### What has to be done?

- Option, Sound, Music buttons.
- Use icons for buttons and change backgrounds.
- Mission menu and Stats menu.
- SFX and Music
- Controllers
- Hit zombies

## 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.
- There will be a lot of bonuses for various the gameplay : shield, health, strength, speed, distance, score ...