Run Zombie Homerun	Target audience: +8
MetaTeamMates VENTER Nicolas	Gamer type: Casual & Hardcore gamer Target platforms: Smartphone Genre: Running game Number of players: 1 Projected release date: 2017

High Concept Statement

Run Zombie Homerun (RZH) is a running game where running with a baseball bat is necessary to survive.

- The player can
  - Move in any direction on a 2D scrolling screen
  - Catch weapon and hit zombies to slow a bit
  - Pick cars to move faster and get a shield
  - Catch score, health, strength and speed bonus
  - Use consumables for temporary extra bonus
- The player will do it
  - For beating the Highscore
  - For trying different bonuses
  - For achievements
- The player is placed in
  - A world where zombies are running after humans for eating them
  - On a road where zombies can come from everywhere
  - On a road where zombies run faster and faster and catch you if you are too slow
- Run Zombie Homerun is different from
  - Most running games by its 2D from the top and not from the right (Gravity Guy) or from behind (Subway Surfers)
  - Jetpack Joyride by the ability to hit the death causes
  - Canabalt by the movement and the upgrades

Player Experience Goals

The game will make the player feel
- Challenge : the player has to train and to stay focused in order to reach a better Highscore
- Competition : the player will want to challenge everyone to beat his Highscore

Feature Set

- Progressive difficulty
- Hit zombies and slow
- Upgrade stats in game
- Use extra bonuses

Team Roles

- **Programmer**: he programs everything that player need for playing (move, shoot, fight …). One programmer will more focus on the Artificial Intelligence.
- **Character designer**: he designs the character, the zombies, the weapons and the vehicles
- **SFX composer**: he creates and selects all sounds used for each event (hit, bonus catch, wounding, feedback …).
- **Music composer**: he creates and selects all music used in the game (ambiance, menu, cinematic …).

The Competition

- The system of catching bonuses and buying extra bonuses from Jetpack Joyride will be kept.
- The system of slow from Canabalt will be changed.

Innovation/Creativity

Run Zombie Homerun is already unique by his 2D from the top. But what is really interesting is the use of weapons: the danger can be destroyed and can even help you to survive longer.

Design Influences

Run Zombie Homerun is a zombie game: there will be blood for feedback but not everywhere, it is a casual game. The design will be close to Age of Zombies.

Scope Management

- Green Light Features (High priority)
    - 2D endless side-scrolling running game
    - Zombie and health
    - Highscore
- Yellow Light Features (Middle priority)
    - Use weapons
    - Catching Bonuses
- Red Light Features (Low priority)
    - Use cars
    - Buying extra bonuses
    - Achievements