“Zombie”-tag

**Abstract:**

The basic idea of the game is to have people join an open field in which you are randomly assigned a specific role (tagger or person to be tagged: from here on called “non-taggers”). The game starts with just a few taggers at one corner, and the non-taggers are scattered across the map. The goal of the taggers is to tag everyone (which will also turn them into taggers) and gain points, while the non-taggers try to remain in the game as long as possible.

The non-taggers have some special abilities such as building a fence to protect themselves. The idea behind the items the non-taggers can use is that they can be bought in-game. The currency used for buying items, is gained by staying alive (points per second). These items will also challenge the non-taggers to cooperate, as it is much more effective to build fences with a couple of people than just on your own.

The taggers will also be stimulated to work together, as it is easier for them to break fences or to surround non-taggers when they aren’t on their own.

The size of the field will depend on the amount of players and can be dynamically changed.

**Necessities:**

People waiting:

- Smartphone with a browser

Waiting room / queue / event:

- Big general screen (beamer)

- Server

**Technology:**

-WebRTC

-HTML 5

-Javascript

-Some game

**Visuals:**

*General screen:*

On this big screen we will show the whole playable field in which we can see where every tagger and non-tagger resides. It will also show some highscores in which we can see which of the non-taggers is staying alive the longest and which of the taggers have tagged the most people.

*Player screen (phone):*

The player screen will only show a small piece of the playable field in which the player currently walks around. It shows also the points the player has accumulated and some options to buy items.

**Goal:**

The goal of the game is either to stay alive as long as possible, or until the timer goes off (for non-taggers), or to tag as many people as possible (for taggers).