“Zombie”-tag

**Abstract:**

The basic idea of the game is to have people join an environment 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 (depending on the total amount of players), 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 and other power-ups/defensive means. 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 for example by just staying alive or collecting coins. These buyable-items will also challenge the non-taggers to coöperate, 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, as well as the map itself (if time would allow it).

**Necessities:**

People waiting:

- Smartphone with a browser

Waiting room / queue / event:

- Big general screen (beamer)

- Server

**Technology:**

-WebRTC

-HTML 5

-Javascript

**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).