## Zom Alpha

In the near future, the UK mainland has fallen to the undead. A virus of unknown origin has spread across the island, and is working its way through the population.  
Zom is a turn-based nomadic survival simulator, set against the backdrop of the apocalypse. As the game progresses, so does the world timeline, where new events will unfold to challenge your party of survivors.

## Win/Lose?

Depending on the game mode selected, there are various win conditions.  
There is only however one Lose condition, and it’s very simple. Never let your last remaining Survivor die. Once the party’s over, it’s time to go home.

## World Timeline

The game is set in the immediate aftermath of the outbreak spreading throughout the country, and continues to unravel as you advance through the game. With each minute passing progressing, a chain of events happen simultaneously across the island, meaning that you may miss what happens in one play-through based purely on your party’s location, and so each new playthrough offers a fresh perspective on the story.

## Tiles

The UK mainland is mapped as accurately as possible, with each tile of the worldmap representing 1 square-mile of land. Each tile is defined by a biome type, with each biome type providing different looting resources and threat level challenges.  
A tile can only be scavenged from once (even if that scavenge attempt fails and is immediately interrupted by an Ambush)

* Name - Urban tiles, landmarks and POI’s have specific names (named tiles are tracked in your party Journal, logging the first time you come across each location)
* Biome – Dictates the type of loot scavenged – Coastal, Major Road, Light Countryside, Dense Countryside, Mountainous and Urban
* Threat Level – The higher the threat level, the more risk there is when travelling through, Scavenging or Resting on that tile
* Vehicles – Any vehicle randomly generated or abandoned will be stored on this tiles vehicles list

## Threat Level

The apocalypse is a dangerous place (obviously). The survival of your party depends very much on the calculated Threat level they face for the following;

* Travelling into a new tile
* Scavenging
* Resting

Threat Level calculation is based on the following:

* World Threat Level – The longer the game progresses, the more dangerous the world becomes, with the world threat level increasing by 1 point every in-game month.
* (Party Size / 2) – Larger groups attract more attention.
* Party Survivor Traits – Survivors can hold traits that increase the threat level (inconspicuous, loud, adrenaline junkie etc). Each trait affecting threat level increases it by 1 point.
* Tile Threat Level – Each biome has a set threat level, with Coastal being the safest at 1 and Urban being the Highest at 6.
* Time of Day – The time of day affects the risk of danger to the party, with night being more dangerous (increasing the time of day threat from 1 to 3).

The Threat Level can also be reduced however if certain items are in the Party Inventory, such as a Flashlight which negates the Time of Day multiplier.

The chance of a threat is randomly generated when triggering any of these activities, and if it outweighs the current Threat Level, then something bad will happen.

## Party Management

Zom isn’t a game about one, or many specific heroes. It’s about survivors; living in a dynamically evolving group. They all die eventually; you have no control over that, but whilst they’re in your party at that moment in time, they may be able to make a difference.

Survivors in Zom are your hitpoints. They are your expendable opportunity to continue with the game. They are also however your greatest asset.

Your party relies on two staple metrics.

* Keeping the survivor count above zero (because if your last survivor dies, then it’s game over…)
* And keeping your survivors fed, safe and as happy as they could be at the end of the world

Managing your group is largely a case of monitoring their vitals and reacting accordingly.

* Resting – When your party has expelled its group energy, they’ll need to sleep or eat to recuperate
* Feed – Consuming food from the party inventory restores a certain amount of energy (based on whatever you’re eating). A Military Ration-pack holds more energy than a tin of Baked Beans.

## Survivors

## Encounters

Encounters are events that occur when travelling and present the party with 2 options., Accept or Decline.

* Survivor Joins – A survivor would like to join your party.
* Survivor Rescue – A survivor needs rescuing.
* Hold-up – Raiders or Rogue Soldiers want you to hand over your party inventory or vehicle.
* Trader – Another survivor would like to trade supplies with your party.

## Ambush

Combat in Zom is turn-based, and incredibly straight forward. It’s designed to allow the outcome to quickly be reached in a matter of turns, whilst giving you the freedom to govern a little strategy along the way.

The simple rule of combat in Zom is; *The result of each turn is determined by which side has the highest roll + an RNG.*

Your party can increase its chances against enemies by equipping weapons found whilst Scavenging. Rarer weapons, such as firearms, hold higher Attack stats, and significantly increase your Party’s total attack stat.

Every time your Party lands a hit with a higher Attack total, one of the attacking enemies is removed from play. The same occurs when the Enemy lands a hit with a higher Attack total than your own (where a random party member is either infected or killed outright).

This continues until either side has no more members left and the Ambush is either won, or it’s game over.

Example scenario;

* *Your party is attacked by a group of 6 Zoms.*
* *The party consists of 3 survivors, only one of which has a weapon equipped (a Wood Axe, which gives an Attack bonus of 3) – therefore the Party’s Attack total is 3.*
* *Zom’s have a default Attack bonus of 1, and there are 6 of them, so the Zom’s Attack total is 6.*
* *The Party’s Attack is added to a random value between 1 and 20 (a 9 is rolled), resulting in a total of 12*
* *The Zom’s Attack is added to a random value between 1 and 20 (a 2 is rolled), resulting in a total of 8*
* *The Party deals a hit to the Zom’s, and one of the Zom’s is defeated*
* *The next round, the Zom’s have the advantage as they roll a 14 (plus the new total of Zom’s multiplied by their attack bonus resulting in 5) – which gives a total of 19, versus your Party rolling a paltry 2.*
* *The Zom’s land a hit, and one of your party becomes infected.*
* *This then repeats in a similar fashion for the next turn, however the Zom targets the already infected Survivor at random, and lands a killing blow, removing that survivor from your party.*
* *Oh no – that was your survivor wielding the Wood Axe! When they were killed, the Wood Axe was unequipped and you don’t have a chance to re-equip during combat.*
* *This means that the parties total Attack bonus is 0, so a strategic decision would be to Flee – but who cares about strategy? That would be a choice for you to make…*

Fleeing is also a valid option during an Ambush, with the party attempting to outrun their attackers by another roll of the dice. If it beats that of the enemy, the party flees. Retreat is not defeat!

## Actions

## Move

## Inventory

## Vehicles

## Quests

## Journal

## Rest

## Scavenge/Looting

## Save/Load