

Survive in the End

Description

“Survive in the End” is an arcade style 2D game. The game is based on a zombie apocalypse horror story in a school field setting. The zombies are placed throughout the school field trying to approach the player’s character which there are bushes and trees along the way slowing them down. To survive this apocalypse and escape the field, the player needs to collect all the vaccines scattered and hidden throughout the field. Alongside the zombies, there also teachers dressed in blue and Hambies dressed in red. Hambies are zombies who have not fully turned, therefore, half zombie and half human. Hambies will be hidden in random cells through the field. If the player comes in contact with teachers, they will be guided to the vaccines that are hidden. On the other hand, if the player steps on the cells with hidden hambies, their health will decrease. Finally, if the player comes in contact with the zombie, they will instantly lose the game. There is also food plotted throughout the field for the player to collect which will increase their health.

Upon the player initially opening the game, they will have the option to go through a tutorial of the game, or to start the game directly. Once the player chooses to start tutorial, they will be shown a video portraying the back story of the game. The back story is described below.

Back Story

The player is a student of a well known prestigious Magical school called Simwards located on a mountain surrounded by woods and water. The campus is an enclosed environment where no communication can be made and no electronic devices at this time. The campus gates are only open between semesters.

Although known for its good reputation, it has a bit of history to it. There was an incident a hundred years ago. Many of the students are from all around the world with well of backgrounds. The students from Simwards Magical School are known to be highly outstanding. However, at this time, there was a deep division between the pure-blood students and the non-pure-blood students. The situation became worse and worse and one day, a big collision arose where many died. The collision was stopped by a conciliation made by the police outside the school. The help was called from outside the campus where people do not know what is happening on the campus. The only way the help could have been called is by someone escaping the campus. Still the one who escaped the campus and called help has yet to be known.

Now, the campus is in state of emergency. The dead from the collision are back as zombies to attack the living ones. The goal of the player is to escape the campus and call for help. The teachers have been on campus long enough, so they know better about the campus and its history. However, the students do not know much. During the semester, the teachers are bound to the campus as to ensure campus safety, hence they cannot leave the campus to call for help. In order to save the campus, the player must find the secret escape exit and get help from outside the campus.

Project Plan

Our team will start the project by first determining and finalizing the interface of the game including characters and items. We will then breakdown the features to be developed including:

- Animated video for back story
- Movement of players
- Attributes of characters (increase/decrease health, static/dynamic, size)
- Positioning of characters
- Option to pause, escape, skip tutorial
- Define hit areas

Goals before Phase II Due

1. Have finalized game interface with 'Start' and 'Tutorial' buttons
2. Have complete animated video for back story