

# **DESIGN DOC**

## **ZOMBIELAND: THE ADVENTURES OF JOHN WALKER**

### **Setting**

The game is set in a post-apocalyptic world. The game will take place in one of the many cities where civilization has vanished apparently. The city is in ruins as the human civilization has been attacked by a superior power. There is fire everywhere, be it buildings or cars or houses. As far as the eye can see, there is just devastation that prevails. The game takes place on the roads, in the buildings, in the houses and whatever remains of the city that was once lively and happening.

### **Plot**

The game is about a destroyed city. The game starts with a place full of life and happiness. But that joy is short-lived as soon as the world witnesses a silent attack from a proficient industrialist, Michael O'Shaughnessy. He has always been bullied all through his life, be it his school or his college. Life has been so hard on him that he has become a monster of a human. He just doesn't have any feelings. And he decides to end human civilization because he thinks that they are primitive and would just end their lives making fun of each other and trying to outshine the other people. He worked day and night for 10 years in isolation along with his 10 close associates and developed a drug that can spread through air. The drug slows down their thinking speed, their ability to move fast and renders them becoming a species that can not even protect themselves. But there is a catch, the drug has some drastic side effects too. It changes the such that they start to get a craving to eat human flesh. To put it in a short way, they become the so-called zombies. And if they bite any other human, they will become a zombie too.

Now realizing this, O'Shaughnessy gets an idea about another species of zombies they would follow him mindlessly. So he creates a cluster of cells that end up growing into a zombie. Much powerful and different in appearance from the human zombies.

Getting the perfect opportunity of Christmas, O'Shaughnessy let's all his zombies loose into the general public creating havoc among people. Within a few days, almost the entire world was full of zombies and very few humans were left. The humans left discover that all this chaos can be cured by an antidote of the drug which is in the possession of O'Shaughnessy.

Our game is about one such human left who is assigned a city to navigate and reach the O'Shaughnessy's laboratory to get the antidote. Our character is named John. John Walker has lost his entire family to this man-made epidemic and is an ex-military officer. He has to traverse through the city. The challenge is that there are zombies all over the city and he has to kill them all. But as there are human turned zombies also so has to save these ones by sedating them. The game will demand John to travel through empty roads just with high rise buildings, fire, ruined vehicles all over. From time to time he has to play the boss levels too where he would face O'Shaughnessy's associates. As he survives and manages to clear the challenges, he will finally reach O'Shaughnessy's laboratory where harder challenges will await. If the character obtains the antidote in the end the world will be saved and all the sedated humans will be cured and the world will become a happy place again.

## **Characters**

Our main characters are-

- **John Walker-** He is our main character. He is a soldier whose family had been turned into zombies(i.e. human turned zombies) in an attack by a group of zombies. So he wants them back. So he wants to collect the antidote to save his family and the rest of the human turned zombies too. His target is to reach a destination point to collect the antidote. There are many obstacles. So , To overcome these obstacles he is equipped with different types of weapons.

### **Weapons-**

- Shotgun
- Sniper
- Rifle

- Proximity bombs
- Machine gun
- Timer bombs
- Knife

He has guns which can fire multiple shots at a time. Guns have different types of bullets. First, that will make human turned zombies faint and second, that will kill the Zombies.

## **Skills**

He can run, hide, crawl, jump, sit according to the different conditions. He has two types of jumps. *Normal jump*, and *Double jump*. Speed will depend on the weapon he has but He can boost his speed also and to boost his speed he has to save the human turned zombies. His health will also depend on the number of human turned zombies he saved. If he saves a particular number of zombies then there will be an increment in the number of lives.

## **Zombies**

There are four types of zombies :-

1- Human turned zombies-

- Turned into zombies by the real zombies.
- Green in colour and have a different sign on their body. Which makes them different from the other real zombies.
- They are moving towards their target to kill the remaining people.
- They are less powerful than the real zombies.

2- Real Zombies- There are three types of real zombies :-

i) Weak zombies-

- 3 shots to kill them,
- Red in colour and have 'W' sign on their body

ii) Moderate Zombies-

- 6 shots to kill them,
- Red in colour and have 'M' sign on their body

iii) Strong zombies-

- 10 shots to kill them,
- Red in colour and have 'S' sign on their body,

The red colour differentiates them from human turned zombies.

### 3- Animal zombies-

- They are also strong zombies and are more powerful than human zombies and have more strength.
- They can run faster and will be killed by the proximity bombs.

### 4- Boss Zombies(Breakers) -

- Breakers are male swarms who grew in size far beyond that of normal infected.
- NERO scientists speculate that such phenomenon may be the secondary result from multiple stages of mutation or a strange reaction to people who either took steroids or produced a large amount of testosterone before being infected.
- Like most mutations, Breakers are hostile towards all other infected and will attack them on sight.
- They are easily capable of killing Swarms and have been shown ripping their limbs off.
- Due to their size and mutation, Breakers have heavily increased stamina and strength.

## **Gameplay**

### Goal

There is only one goal to win the game. The game's main goal is to spread the antidote to the zombies that are spread over the world. The mission of the game is to go to the world health institute and find a zombies antidote rocket in antidote building and then on the button to spread the antidote over the world.

## **Mechanics**

### Movement-

→ Speed depends upon the type of weapon you hold.

- ❖ When the player holds a sniper, machine and bomb machine then its speed is 0.75m/s.
  - ❖ When the player holds other guns then the speed is 1m/s. ❖
- When the player does not hold any gun then the speed of the player  
Is 1.5m/s.
- A player can move the in-plane ground, and the player can do two types of jumps.
1. **Normal jump**- When the Jump button is pressed the player jumps to a certain height.
  2. **Double jump**- When the Jump button is pressed again when the player is in mid air during normal jump, the player jumps again.
- The player can make his two types of the posture of the body during movement -
1. **Standing**- The player remains in the standing position by default when no buttons are pressed.
  2. **Crouching**- Crouching allows players to reduce their height, allowing them to make themselves less visible, or enter tight spaces. It also gives players greater accuracy while shooting. It is often essential for players being able to move about the environment without being detected by enemies. Crouching reduces the visibility of the player character and where applicable, the amount of noise they make.

## **Health**

A health icon is also present in the game window that shows the health of the player. When health value goes to zero, then the player will lose the game. hp is the unit for showing health.

The Player has 100 hp health. when its power goes below 30 hp then The Health icon will turn into a red colour which shows that the player is in danger.

Health boxes are also present in the city which help the player to increase their hp. 20 hp increases to gain one health box.

## **Game engine**

### Enemies-

- Real zombies
  1. Weak zombies
  2. Moderate zombies
  3. Strong zombies-
- Human turned zombies-
- Animal zombies-
- Boss zombie

### Weapon-

- Sniper- It has 5 rounds and requires manual reloading after each shot. A headshot is fatal from any distance. This gun has a single and double zoom.
- Rifle - They perform well at any distance, but shooting longer series requires you to adjust the sight to reduce the recoil. To maximize the potential of this weapon, always try to aim at the head.
- Shotgun- Shotguns are highly situational weapons that reward players who enjoy a risky game in close contact with an enemy. In very close range and with the right aim, you can eliminate the opponent with just one shot.
- Proximity bombs- Proximity bombs will explode in midair if their trajectory passes close enough to a valid target. They can be placed at remote locations along the path of approaching enemies without making noise or being seen.
- Machine gun - These guns have a large amount of ammo in the magazine. It has a very difficult and rather random bullet spread.

### Explosive damage-

- Timer bomb-Time bomb-time bombs are also present in the city. when players switch on the timer bomb they will blast after 10 s.
  - ❖ Weak zombies present inside a 2m radius region will kill.
  - ❖ Moderate zombies are present inside a 1.5m radius region will kill
  - ❖ Strong zombies are present inside a 1m radius region will kill

If any other types of zombies (except the boss) are present inside a 2m radius will turn into an unconscious state

- Frag bomb- they are also present in the city. Player has to collect this bomb from the city. When players go through this it will have gone 4m far in the direction of the player's face when it will be 4m from the player's direction then they will blast.
  - ❖ Weak zombies present inside a 1.5 m radius region will kill.
  - ❖ Moderate zombies present inside a 1.75m radius will kill.
  - ❖ Strong zombies that are present inside a 1m radius region will kill.
  - ❖ Strong zombies are present inside a 0.5m radius region will kill

If any other types of zombies (except the boss) are present inside a 2m radius will turn into an unconscious state

### Obstructables-

- Zombies- They can interrupt the player at any moment of time when the player is on their way.
- Fire- As the world in the game is destroyed and this is as common as zombies there.
- Collapsing buildings- The main reason behind the change in any path of the player while on their way is collapsing buildings as everything looks like at its end.
- Mines
- Red zone

### **Game ending-**

- If the player is able to overcome all the obstacles and challenges successfully, the game will be considered won. Whenever the player fails, the game will automatically show that game lost.
- If the player wins, a clip will be shown which will show that the antidote is successfully obtained and put into mass production.

Soon all the antidote is released into the air by the teams working on it, soon it spreads throughout the city and all the sedated human zombies turn back into humans.

- If the player loses, a clip will be shown where he will be killed by the respective enemy he has lost to in the game which depends upon the level he is. And the destruction of the world will be shown as humans get wiped out and earth has become a zombie land with the few humans controlling them.