

MARSHALL ZOMBIE ESCAPE

Design Document Abstract Version 1.0

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PREFACE

Content

- Preface
- Process abstract
- Gameplay detail

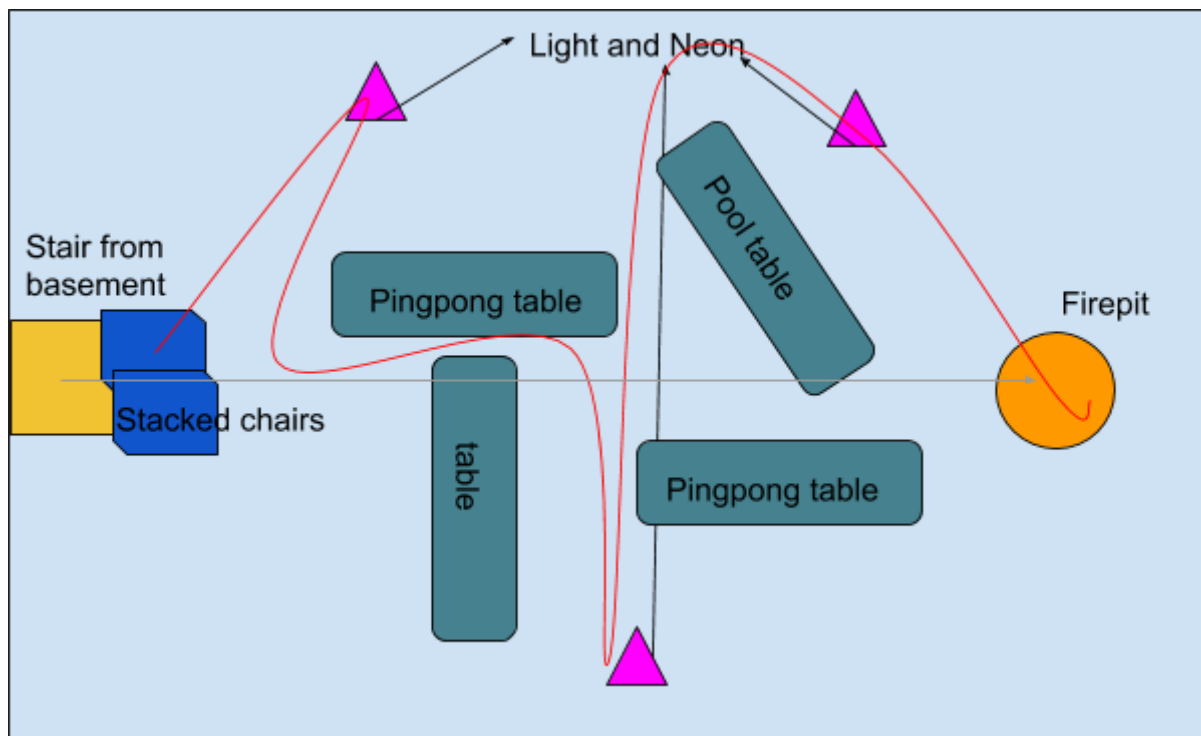
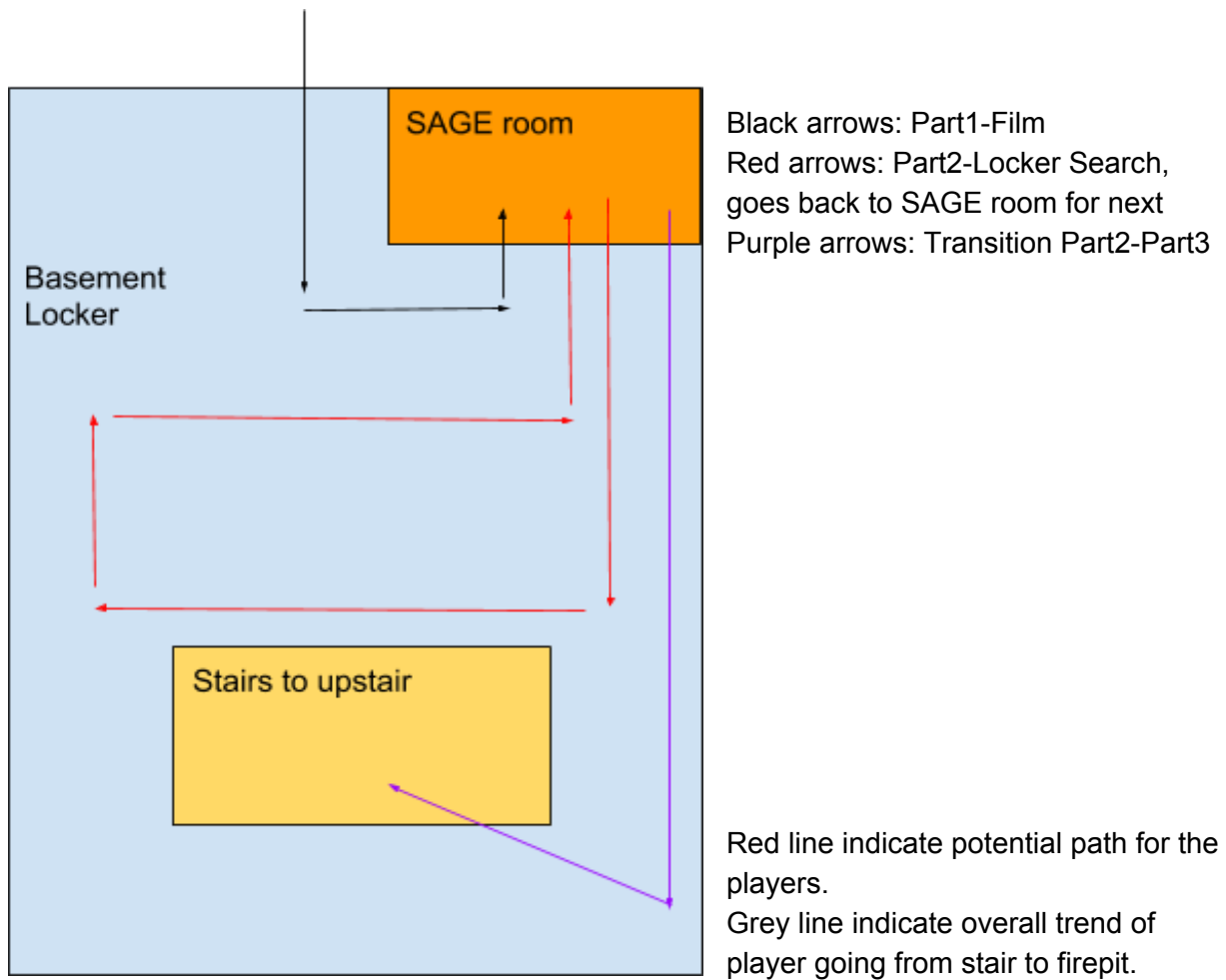
Overview

Process abstract

- 1. Film presentation
- 2. Locker search
- 3. SAGE room escape
- 4. Woodfloor run
- 5. Betty's Hospital

Gameplay abstract

Overview



PROCESS ABSTRACT

Film presentation

Beginning

Supervisor brings people in the SAGE room. The entire marshall basement is dark, players holds hand together while led by the game supervisor into the room, entered from the door close to deans office. Supervisor remains silent the entire time, with creepy background music. Suddenly, a sharp “crash” sound, screen starts playing. While participants’ attention attracted to the screen, supervisor secretly leave.

Middle

The film explains 1. background: zombie break; 2. game rule: zombie around touch and die, or lose when countdown ends; 3. instruction: find clues in the basement, go toward locker.

Ending

With a sharp “crash” sound, film screen turns into a huge sharp disturbing red countdown clock with tik-tik-tik sound, after giving the player final instruction of what to do right now: Go to locker room to find the next clue while not getting touched by the zombie.

Locker search

Beginning

Followed by the *Ending* of *Film presentation*, participants exit SAGE room; they are asked to seek clues in the locker room.

Middle

Find puzzles and solve them to get further instruction.

Ending

Participants find a envelop telling them to go inside SAGE room, saying it is safe there, and might have other survivors, with the key of the sage room.

SAGE room escape

Beginning

Players enter the SAGE room, and search all the “secret rooms” inside the SAGE room, then they found the half-dead half-human, named H. H explains he is dying and need help. He asks player and assists them in searching clues and solving puzzles in the SAGE room.

Middle

What H wants to find in SAGE room is told as extremely crucial to the cue of the zombie attack or to their escape. During the process in the SAGE room, H keeps providing the players with mixed/wrong guides to the cue, not known by the players, to distract and mislead them.

Ending

They either run out of time or find it and then sent upstairs to Marshall Wood floor by H.

Woodfloor run

Beginning

After players go upstairs, they find that the entrance to wood floor is blocked by stacks of chairs. After removing them, they find a simple note says: "mind the light"

Middle

There are 5 light sources on wood floor (4 lights on the floor and the firepit), and the goal of the players is to go to these 5 light sources. Players' target here is to avoid zombie when going through the complicated "landscape" full of obstacles. The five envelopes together forms the key leading to a password to enter Betty's place hospital

Ending

Players tell the password to workers in Betty's place and let in if correct

Betty's hospital

Beginning

Player enters Betty's place and asked to be seated.

Middle

Doctors use special light to check if anyone got painted by the zombie, if yes "kill" them.

Ending

Winners exit the room and join the pit dance!

GAMEPLAY ABSTRACTS

1. Film presentation

Content

black screen - footage - black screen (with scary sound effects)(P1P2 repeat)

p1: snapchat videos of zombies going around

p2: reporter saying there is a zombie breakout in GS, you die if touched by zombie, and herself dies after speaking

p3: one GS kids saying, while dying, his last word after/before touched by a zombie: "secret clue/solution hidden in the lockers in order not to be destroyed by the zombies, not lota time left until the next wave", george school/marshall not safe anymore.

p4: a countdown clock displaying the attack of the next wave of the zombie

2. Locker search

Breakdown

1. Searching 2. Puzzle

Detail

Clue: come up w a pun like "the truth is buried beneath the worthless" in the end of the film as a hint for the next step.

Location: 4 piece of notecard hidden in four trashcan.

Puzzle: Each note card has one number on one side, one letter of "SAGE" on the other, gives several combination of lockers. Player need to go to that locker and find the key inside to go to SAGE room.

3. SAGE room escape

Breakdown

1. Story 2. Puzzle 3. Searching

Detail

Story: finding H in the "secret room" and H explains his situation and background.

Puzzle: H explains the cue is somewhere inside SAGE room, he doesn't know detail but the scientist in the video left a quote "dead men tell no tales", "what goes down must goes up", and "amatures dig in, professionals see through, masters step back." SAGE room is more like a bonus level. H tells them they have 3 minutes before the zombie wave break in, if they can't find it just leave.

Searching: 1. clue is stuck to the ceiling, hard to get without a scaffolding. 2. hidden in the bathroom. 3. under the chairs. All these clues are solution to the zombie, if collected all, can rescue one member in the end.

Distractions: H provide fake information after the quote; zombies come out from the storage room.

4. Woodfloor run

Gameplay

The gameplay is mainly about escaping the touch of zombies, the puzzles give a direction for the players to go and engage in the escape.

Detail

Puzzle: "Mind the Light"

Clues: under the five light source, it complete a riddle: "Why didn't the mummy have friends?"

Ending: player has to tell the answer to the doctor on the other side of the gate to get in and complete the game. Answer "because he is too wrapped up himself"

other options:

What does a vegetarian zombie eat?

Graaaaaaaains

Why don't zombies eat popcorn with their fingers?

Because they prefer to eat their fingers separately.

What kind of streets do zombies like?

Dead ends!