



# RESIDENT

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# ZOMBIE



Asset list link:

[http://meetstephen.dk/KEA/theme\\_1\\_bw/basic\\_animation/module\\_01/project/product/index.html](http://meetstephen.dk/KEA/theme_1_bw/basic_animation/module_01/project/product/index.html)

# Game Pitch

Save your co-workers trying to escape the horde of zombies that will eat them! Shoot the zombies, gain points. Shoot the civilians and you will lose a lot of points! Don't let the zombies get you, or else you ran out of lives and become one of them!!!

## Style Inspiration and mood board

The game inspired by one of the 'Y8 website' html games online called Zombie Mayhem. The background is set in a dark place with spooky environment to give you a feeling of thrill. Uses simple mechanics but enjoyable, since I love this kind of zombie game things.

Main font used is 'Mistral', it has a thriller effect and serif style font 'Gloucester' for a classical thrill style. Characters are inspired from the famous 'Lego' toys which my son played and enjoyed a lot from toys to video games which you can find similar in the characters in the game.



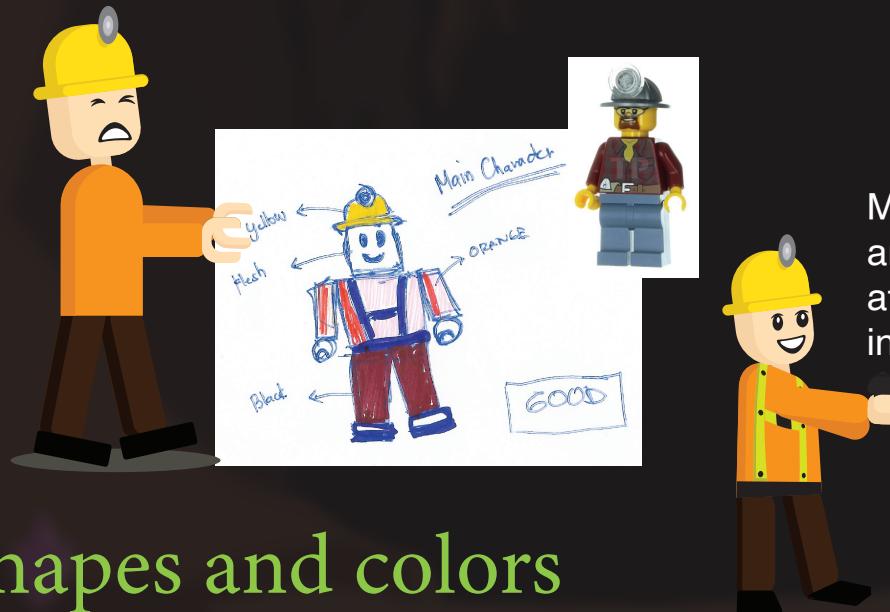
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Colors are with dark and high contrast. Dark colors are mainly used in the backgrounds as caves have dark tones and deeper depths. Main character has bright yellow and orange combine to represent positive vibes in the environment. Zombies has pale colors and dark green as these colors are famously use for the kind of characters.

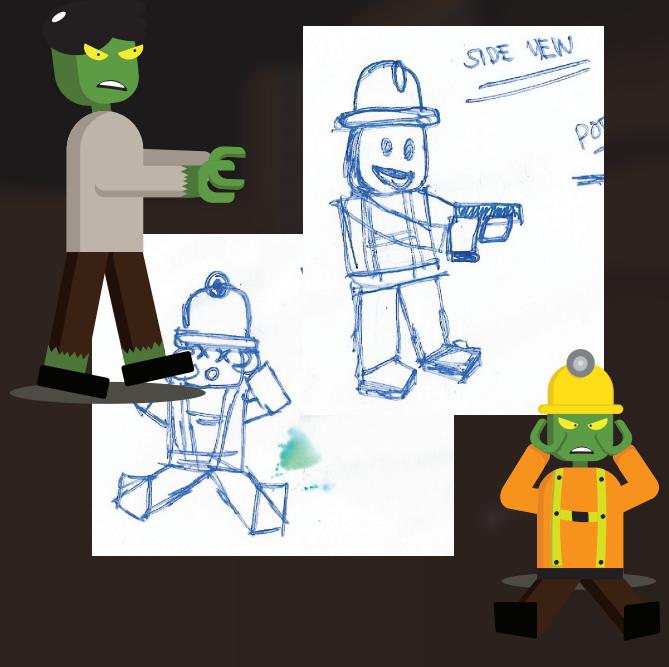
# Character Design

The characters are inspired from Lego characters and MineCraft game. Square faces and polygonal body parts are the obvious shapes you can see similar to it. The creation of the character will give you that playable Lego feeling just like toys.



## Shapes and colors

The construction of the characters is just simple shapes to create figures. Square and polygonal shapes are used to create these characters. Mostly the character designs are copied from one character to another to minimize time-usage in designing each character. The colors of the miner have some bright orange and yellow contrast to have this active and hero feeling. While the zombies of course have greenish and pale clothes that will resembles dark and negative feeling across the game.

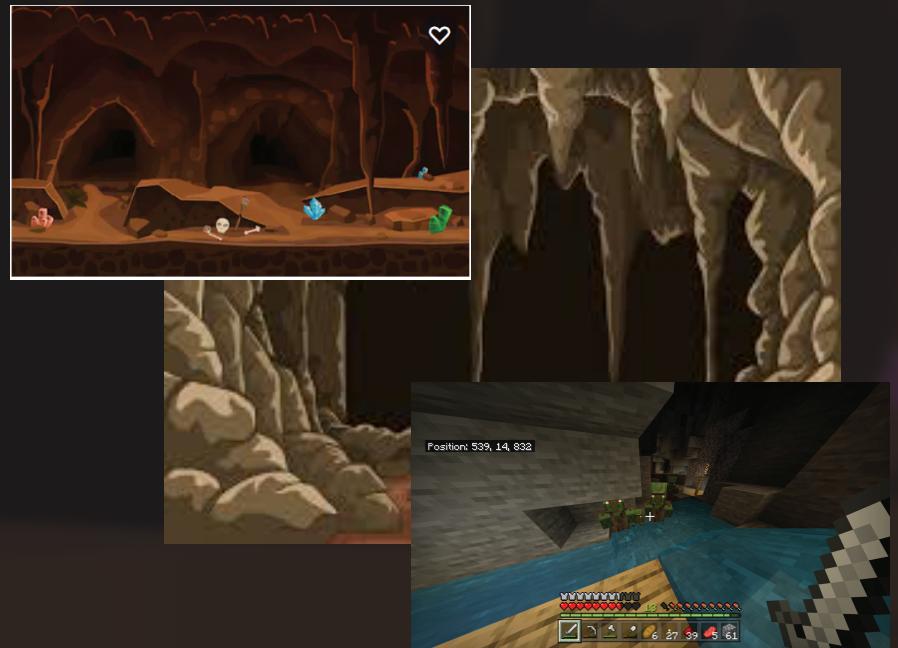


## Other Graphical Elements

There are two kinds of graphical elements that react when the player clicks. The civilian which is almost has the same style as the main character, when you clicked the civilian it will be killed and transform into a ghost. The other element which is the zombies, when clicked and killed it will transform into a gooey splatter with cut-off body parts on it.

# Background Design

The background is also inspired from MineCraft, where you can create, dig and discover caves with hidden things on it. The background of the game has dark walls, hanging stalactite, debris and gems scattered to give life to the game.



Putting shades of dark colors between the other main colors of the terrain will give a depth feeling and texture to the environment. The side hills or rocks will give a focal point in the middle where the action takes place. The dark black pitch behind will give you the sense that there is big place surrounding the scenario.

Adding random debris from bones, old barrels and gemstones will give the sense of awareness what kind of environment the game takes places. Over all I design the background to give the player a feeling of immersive and feeling of what the games is about.

# Start, Introduction, Game Over and Level Clear Screens

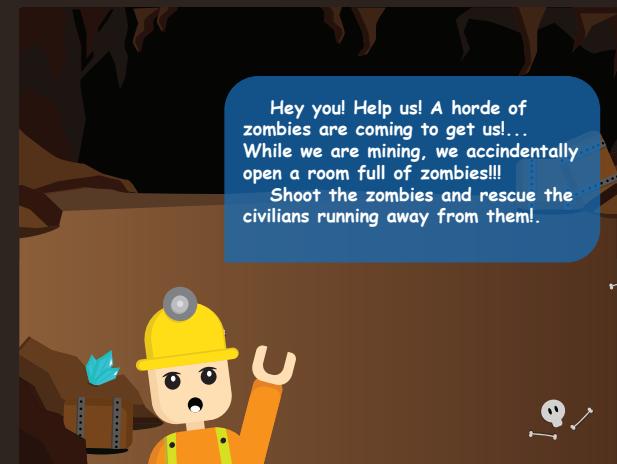
These screens are kept in a way where we can use already made resources to cut the designing process . Using the same character design while changing some small effects or ratio in the layout that will give a different feeling or appearance in each screens.



In the title screens, the zombies used are design replicas and tweaked to give a different perspective. Showing a horde of zombies will give the player a glimpse action and what will happen in the game.



Some screens are using the background of the game and adding little context in the introduction scene. Game over are in a dark background and focus in the zombified character.

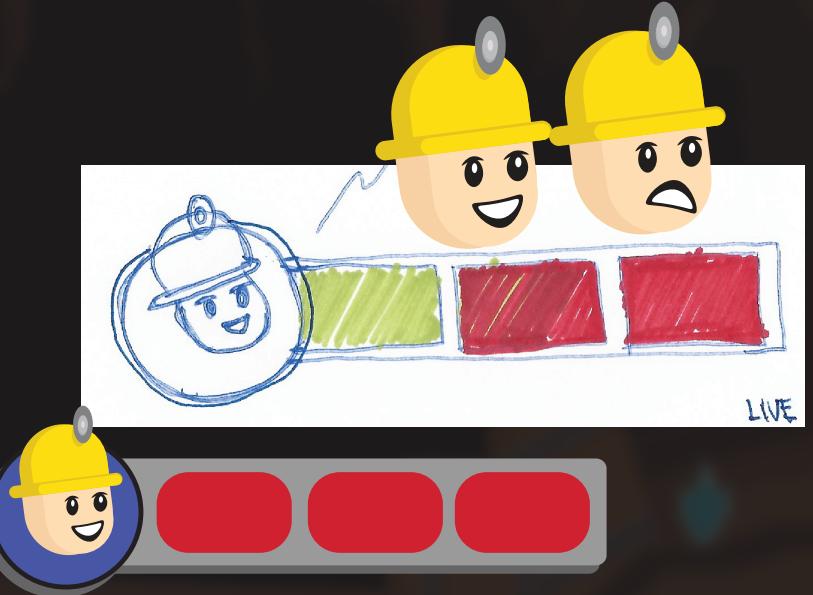


# UI Elements

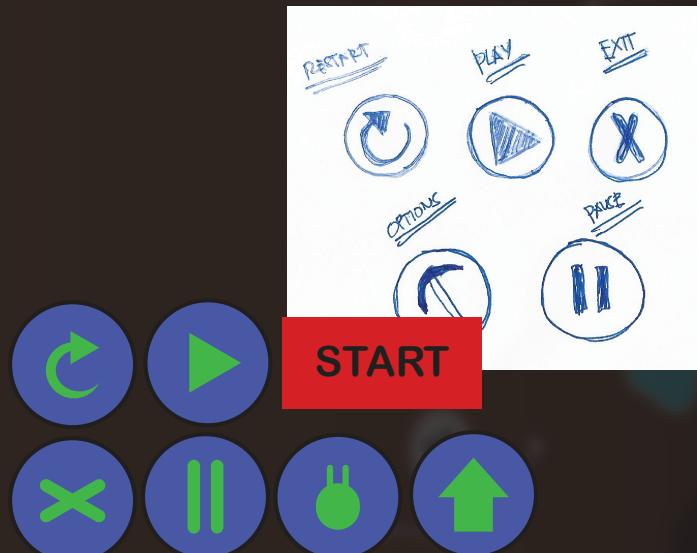
The UI elements are kept simple, not complicated and easy to understand in the first glance. I placed the characters face to resemble the icon and it will change according to the remaining life points. At 1 point bar, the icon will be transform into sad face which it will make sense that the main character is in a bad situation. The last status bar remaining will also turn into green to indicate you're in a blink of becoming a zombie.



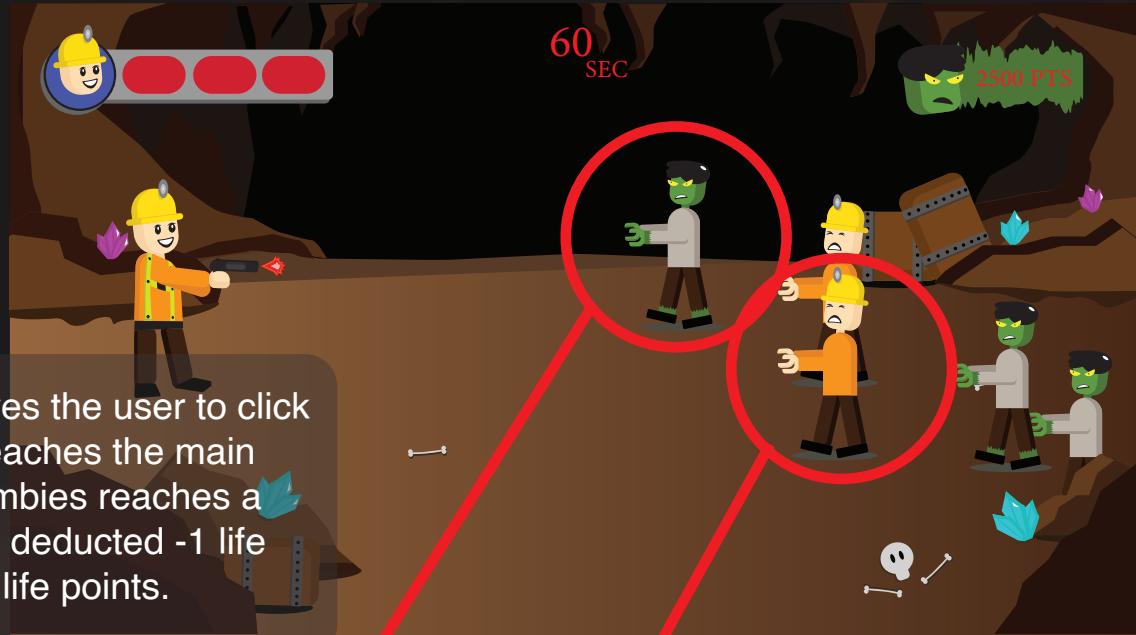
Buttons are design in a material design that minimizes text usage across the game and of course the proper icons for the corresponding usage of the buttons. Using green colors to the icons to give a zombie feeling.



In the score board you can see your scores based on the number of zombies you have hit. It has a zombie icon to make a sense that it's the zombies you have killed or hit.



# Game Scene



The game involves the user to click the zombies before it reaches the main character. Once the zombies reaches a certain point, you will be deducted -1 life pts until your run out of life points.



Once you hit the zombies, it will pop out a dismembered zombie and you got 100 points in your score board. If you hit the workers, you'll get -200 points and the ghost character will pop out and move above the screen