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Basic Story Outline & Plot

Aliens at planet Kutar were not hostile, in fact we dwelt well with the species. Trading our knowledge with theirs building anti-gravity space ships, and the aliens building microprocessors and computers. It is odd how two different intellect beings from two separate solar systems went down different roads of advancement. Humans of Earth advanced with computer systems, while aliens of planet Kutar advanced in material geneticist, structured changing of a materials DNA, to create things like anti-gravity space ships.

However, with advancement requires responsibility, which neither of our races has strongly attended to. There were safety protocols in place to stop this, but the people in charge were not intelligent and crafty as they should have been. Also, the strive for power ended up turning these safety protocols from barriers to weapons to squelch and destroy anyone who didn't believe in their ideology. This was a devastating time, before existed two races coexisting together, and now with the strive of power, the poverty rate is at levels no one has seen. This tremendous agony manifested itself, by a bio-genetic company with an uncontrollable virus "ChromZ" that only bonded with the Aliens DNA. Creating ALIEN ZOMBIES!

Can you restore what others have failed? Can you extinct this evolved virus "ChromZ," which will bring both races to extinction? Can you undo the past which caused some to be corrupted by Power and Greed? Take out as many of these Zombies as you can! And stop this geneticist from dropping us deeper and deeper to the bottom of the Food Chain!

Brief & Gameplay Mechanics:

As stated in the Introduction the goal of the game is to alleviate the virus "ChromZ," and the Alien Zombies that are infected. Additionally, to alleviate these Zombies one has an arsenal of weapons, and is guided to use better tactics or strategies to remove more Zombies than just the use of guns. These tactics could be creating a virus that hinders ChromZ, the use of traps, specialized guns to have a greater affect and so on. These tactics or strategies would also implement real world tips, from experts in the field, to help the player in the real world. This would include: ways to handle stress, ways to be more productive and efficient, ways to have better focus on the task at hand and so on. Next, the rank of the player is also variable to the size of the Zombie population that has been extinguished. The more affective tactics the player chooses the higher in rank the player moves. However, there are structured levels that are completed that help the players rank, and give the player the sense of finishing the game. Finally, 'Zombies Geneticist Alleviation' is a combination of thrill and action adventure (1st Person Shooter), with the use of intellectual engagement (MOBA: Multiplayer Online Battle Arena).

Player Characters

Your players name is Keith, a young man in the Marines who has some strong qualities in the Military, and a strong intellect. Keith is the only character the player plays in the game.

Character: Keith



Keith is a younger man age 27, and in the Marines. He has various qualities that are barely uncovered including fighting skills and a strong intellect. He had a tough childhood which enhanced his skills. He has two friends in his squad Kate and Charles who accompany him in the levels. However, he has a low rank in the military, but seems to be destined for greatness. His low rank should not fool you because he seems to outpace

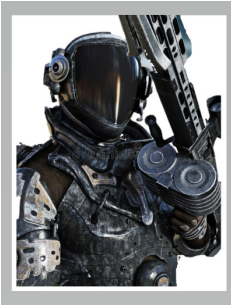
the rest of his squad, especially in strenuous situations. This gift along with his strong intellect makes him a good candidate to alleviate the Zombies.

(Picture Cited: <https://image.shutterstock.com/z/stock-photo-futuristic-ranger-space-marine-surveying-the-battlefield-d-rendering-472300315.jpg>)

Non-Player Characters

To accompany Keith is Katie and Charles who assist Keith in the missions, and have various qualities. Also, there are teams of robots who stay at home base, some are in research, and others build items. However, the robots need Keith's help because their intellects are a little primal, but they are productive. Last, there is also the Kutar Aliens, along with the different genetic Mutations of Zombies.

Character: Katie



Katie is a friend of Keith and they met by being in the same Marines squad. She has a strong background in Chemistry, Biology, and molecular design. She goes with Keith into combat. She can design special chemical weapons, and clever viruses to inhibit the rapid virus ChromZ, and her main goal is to heal teammates after taking damage.

(Cited Picture: <https://thumbs.dreamstime.com/b/pose-marine-de-l-espace-futuriste-dans-une-combinaison-spatiale-avec-l-arme-73090895.jpg>)

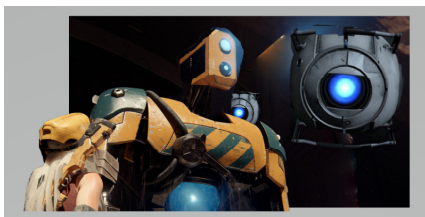
Character: Charles



Charles is a friend of Keith, and they were friends since high school. They also so happened to be in the same squad. Charles has a strong background in explosives from Nuclear, to C4, to hand grenades. He goes with Keith into combat. His expertise goes from the micro, hand grenades; to the macro, Nuclear Explosives. He inhibits ChromZ with various ranges of explosives.

(Cited Picture: <http://www.nationalsecurity.news/wp-content/uploads/sites/23/2016/03/high-tech-soldier-715x403.jpg>)

Character: Research Robots & Build Robots



The robots stay at home base and aid in Research and Building, in Chemistry, weapons, bio-weapons, and explosives. These robots were designed to do the busy work and test trials for humans, but the need humans help to know what to do. Keith guidance seems to help them the most.

(Cited Picture:

https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwj24u8p7bdAhWD8YMKHbLGDTCQjRx6BAgBEAU&url=https%3A%2F%2Fwww.pastemagazine.com%2Farticles%2F2015%2F07%2Fthe-10-best-videogame-robots.html&psig=A0vVaw2_NX5Y2b_1WCz0l0sq6gNW&ust=1536870637583503, & <http://www.wallpaperbetter.com/wallpaper/413/737/154/recore-robot-video-game-1080P-wallpaper.jpg>)

Character: Kutar Aliens



Kutar Aliens from planet Kutar who humans coexist with. The races expertise is material geneticist, structured changing of a materials DNA, to create things like anti-gravity space ships. Some of them live on earth, but most of them like their home in Kutar. ChromZ affects these aliens so they do have to be quarantined and separated from the virus.

(Cited Picture: https://i.dailymail.co.uk/i/pix/2017/02/08/23/0449A130000003E8-0-image-a-1_1486597934124.jpg)

Character Enemies: Zombies, ZombieX, Kantine



Zombies, ZombieX, and Kantine are the most common gene mutations. These are Kutar Aliens infected with ChromZ. These monsters are very vicious and should be taken with extreme caution. The virus originated from the study and research of DNA genetics, which is the Kutar Aliens specialty that went badly wrong. Kantine are the most dangerous while ZombieX does little damage.

(Cited Pictures: <https://videogamechoochoo.com/wp-content/uploads/2017/06/mh-690x350.jpg>, https://vignette.wikia.nocookie.net/alienfilm/images/a/a3/Scary_Movie_Aliens.jpg/revision/latest?cb=20130619014158, <https://images.vice.com/vice/images/content-images/2015/02/17/theyre-spreading-dangerously-but-zombie-video-games-are-still-pretty-cool-218-body-image-1424175872.jpg>)

Settings

The setting is on planet Earth and specifically in high ChromZ infection areas.

Setting/ Level #1 The Great Beyond

The player starts at a small infection area within a Research Facility. The area is tropical, and close to the Amazon River. It is a good area for a Private in the Marines to learn the ropes. The game shows major functionalities of the game, and ends trying to get out of the facility unharmed.

Setting/ Level #2 Onward

After fleeing the facility by helicopter, you fly to Dubai a safe zone to be de-briefed. The player sets up camp in an area north of Dubai to gather resources. You also set up a research facility. Then, the combat begins! Local infected ChromZ Enemies made their way to your camp. But, a local army helped you fight them off, and gave you defenses to keep them out.

Setting/ Level #3 Strong Hold

You set up another base camp in Israel. To increase your defenses, and to create a virus that hinders ChromZ.

Setting/ Level #4 Continuation

Enemies come from all areas in a mission! The mission is in a Turkey underground facility and you have little time to get out unharmed. You were there to download some research that could easily detect the virus ChromZ. At the End you meet a Boss 'Zumus' that you must beat who has wings and shoots fire out of his hands and feet.

Other Important Narrative Elements

Narrative on Bio-Weapons for ChromZ: Other elements include explaining ways to research better methods to fight off the ChromZ virus. One such method is an elixir to attract them into an area; another method, the gamma virus hinders the ChromZ virus.

Equipment or "Legendary" Items

- Guns arsenal
- Ammo Kits to refill ammo.
- Health drinks to regain one's health.
- Bio-weapons to limit ChromZ or to kill ChromZ.
- Explosives to kill the Alien Zombies.
- Exotic Areas or fun levels to be in.
- Building & Research Robots to help you to find methods to alleviate ChromZ.
- Military futuristic air craft, helicopters and vehicles for transport.

Animals Creatures in the World

- Dogs
- Cats
- 'Limbo' Aliens are small looking elephants that use their ears to fly.
- Zombies Enemy
- ZombiesX Enemy
- Kantine Enemy

Historical Lore

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