

Zombies Geneticist Alleviation

Team: Delta 3
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Target Audience: Action Thrill Shooter

Gamer Type: Action Thrill, Intellect

Target Platforms: PC, PS4, Xbox

Genre: 1st Person Shooter, Problem Solving

Number of Players: 1 - 8

Projected Release Date: year of 2021

High Concept Statement

PITCH, BACKDROP (DESCRIPTION):

Players Motivation: 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.

Players Motivation Cont: 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 there 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!

Players Roll: 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!

STATEMENT:

The Players Roll (What the Player does) is to remove as Many Alien Zombies as possible with a different arsenal of different weapons and vehicles. Additionally, to stop the geneticist this is evolving more and more into monsters that is putting us deeper and deeper to the bottom of the Food Chain. **The Players Motivation (Why they do it)** is to stop the extinction of our races. **Core Mechanics (Constraints of**

Player) is it is a 1st Person Shooter with Problem Solving, and Trial and Error. The Constrains of the Player is he has to work up from the ground level to General by using better ways to extinguish the Zombies.

Players Emotions: would be the Thrill of a Shooter, Action, engagement of intellect, empathy, and connection to the story line. **Uniqueness of the Game:** combines Thrill of a Shooter with engagement of intellect through problem solving. It combines Fun with Problem Solving to give the player experiences to help them in the real world. Moreover, from fundamental concepts from people in the field as caveats into their actual life, and the Thrill and fun of a First Person Shooter.

PLAYER EXPERIENCE GOALS: Is to move through the levels removing more Zombies that are at times challenging. Additionally, find cleaver and crafty ways to remove more Zombies in the world. The more Zombies that are removed in total the Higher the rank you achieve.

DPE FRAMEWORK (Design/ Play/ Experience):

Design: Using the Backdrop (Above) and the goal of removing the Zombies that plagued the two races. The Mechanics is a First Person Shooter with Intellectual Challenges to help the player in the real world. The User Interface will be a first person shooter, with a Rank, items to collect and use, and tasks that the player would benefit from in the real world.

Play: Again using the Back Drop with intermediate stories and tasks to help progress the player. The Dynamics is a Fun First Person Shooter, with Task to help destroy the Zombies. Also, to use tack-ticks that can significantly hinder the Zombie population over weapons. Interactivity, would be to use a shooter, with intellectual tricks to remove the Zombie population.

Experience: Players story is he is a ground troop working his way through the ranks to extinguish the Zombie population and stop the geneticist of the Zombies creating monsters. The Affect is having fun with gameplay, Challenge the player with the shooter and intellectual task, and to help the player in the real world. The Engagement of the Player is mostly with the First Person Shooter and Eye Coordination, and also the effect of the intellectual tasks satisfaction by extinguishing a large number of Zombies.

Feature Set

- Thrill of a First Person Shooter.
- Engagement of intellect through problem solving.
- Give the player experiences to help them do better in the real world. From fundamental concepts from people in the field as caveats into their actual life.
- Using Intellectual Tactics and Plain Shooting: has to work up from the ground level to "General" by using better ways to extinguish the Zombies.
- Can be demoted since this is so in the real world.
- Remove as Many Alien Zombies as possible.
- Has a Specified Rank starting from the ground.
- Levels up by completion.
- Use tactics that can significantly hinder the Zombie population over weapons.

Team Roles

- Level Designer: designs the structures of the levels.
- Visual Designer: Creates the Art, buildings, roads ...
- Mechanics of Level Designer: creates the code of things can be done in the level.
- Game Designer: works with Level Designer to bring the game to its entirety.
- Real World Research Group: figures out what Ticks can be done to help the player problem solve in the real world. Bringing in people in different fields and consolidating their suggestions.

The Competition

- The most Efficient and ideological Game to devise. That would be fun, but also a game can be easily drawn from the Game Concept.
- Inspiration Halo & Call of Duty for First Person Shooter experience and story line.
- Inspiration Gears of War 4, Destiny for combining intellectual tasks with a first person shooter.
- Inspiration Mass Effect Andromeda: for intellectual Tasks, somewhat moving through the ranks, and a possible hint of having these tasks possibly help a person in the future.
- Number one competitor "Fruit Ninja."

Innovation/ Creativity

- Fun of a First Person Shooter with engagement of intellect through problem solving
- Give the player experiences to help them do better in the real world. From fundamental concepts of people in the field as caveats into their actual life
- Using Intellectual Tactics and Plain Shooting: has to work up from the ground level to General by using better ways to extinguish the Zombies.
- Use tactics that can significantly hinder the Zombie population over weapons.
- The Zombies Geneticist is changing creating different monsters to fight.

Scope Management

- This game is quite broad and expensive and this game my just become a Proof of Concept from the limited resources, time, and money. However, I want a game that is fun to play, but also a testament to helping the player in the real world which I think is limited in games, if not all games. So while putting in tricks to help the player in the real world would possibly be a "Red Light" feature, it maybe the best feature in the "Proof of Concept," so I would like to have some focus on that.
- **Time, Talent, Budget:** Time would be 2 years to create aspects of the game to a finished project. Talent would be medium since things don't have to be grade 'A' or 'B,' but there has to be smart organized and well thought out ideas, and the visuals are appealing and engaging. The budget would be 2 million for proper experience, talent, and time to be involved in the game.
- **Green Light Features:**
 - Thrill of a First Person Shooter.

- Give the player experiences to help them do better in the real world. From fundamental concepts from people in the field as caveats into their actual life. (Proof of Concept Fundamental)
- **Yellow Light Features:**
 - Engagement of intellect through problem solving.
 - Using Intellectual Tactics and Plain Shooting: has to work up from the ground level to General by using better ways to extinguish the Zombies.
 - Use tactics that can significantly hinder the Zombie population over weapons.
- **Red Light Features:**
 - Super Aesthetic Visuals
 - Different Paths the Player could take.
 - Strong Tips and Tactics to help the player in the real world.