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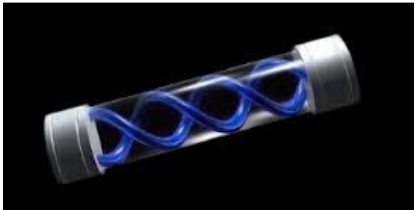
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## Executive Summary

Zombies Geneticist Alleviation has an Awesome Foundation to build a great game, by combining Aliens and Space with Zombies and Genetic Monsters would create the ultimate experience. The game has the fun and thrill of FPS, but some strategy and intellect to stop the genetic mutation of the virus. The storyline has elements of action and adventure by including another race that will have creatures that we do not see in the real world. Also, the design is not in the present, but the future, to intrigue the player into the game. The levels are also in exotic areas, like 'Dubai' or 'The Amazon,' that would also entice the player.

The fun continues with having an arsenal of weapons to alleviate these Zombies, and the player is guided to use better tactics or strategies to remove more Zombies than just the use of guns. These tactics challenge your intellect by things like creating a virus that hinders ChromZ, and specialized guns to have a greater affect 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 Zombies are alleviated, the higher in rank the player moves. Having the rank being directly related to the amount of Zombies removed gives one in context where they are, and how they are doing. 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) in an awesome arena of Space and visual stimulating areas like Dubai!

## Goals

### Level 1

- **Control Info**
  - The player starts inside a research facility. Where he looks up, down, right, and left to little circles to understand the controls.
  - Then the player shoots at some targets to practice shooting.
  - Last, the player learns how to throw a grenade.
- **Next there is a big explosion**
  - After the explosion it is not safe anymore and must get out to the helicopter, but there is an odd Commotion.
- **Scene: "That Commotion needs a Trim"**
- **The Hall is a Square shape:**
  - After you Lawn Mow ZombieX's, the player goes down the halls. The hall is a square shape.
  - So you go down the 3 other halls, and fight off different groups of Enemies (ZombieX and Regular Zombies) to get to the Exit.
- **"The First Stand"**
  - After you get a call that the Helicopter will be 10 minutes, and Zombies are coming over from different areas in the amazon. So you have to hold them off till the helicopter arrives.
  - Its starts real easy with mostly easy kill ZombieX's, but quickly is overrun by regular Zombies, until the player gets a quick getaway with the Helicopter.
  - Helicopter takes you to Level 2.

## Level 2

- **Narrative Scene: Flying to one of the buildings in Dubai**
- **De-briefed by Officials**
  - **The Objective in Level 3:** They're seeking to find a virus known to hinder the ChromZ virus.
  - **The Objective in Level 4:** They are also seeking to find a Tool to detect ChromZ.
  - Give the player options of weapons to choose.
- Walk down the stairs where you meet some various enemies, and finally outside.
- **The combat begins! Local infected ChromZ Enemies made their way to the city.**
  - But, a local army helped you fight them off.
  - Get a slew of Zombies & ZombieX's.
- **At the end, the game introduces 2 Kantine Enemies.**
- **Finally, you hear one of the objectives that the virus to hinder ChromZ is in Israel.**
  - **1<sup>st</sup> Bio-Weapon**

## Level 3

- The Player is flown from Dubai to Israel on a search to get a virus that hinders ChromZ.
- You are dropped off at the abandoned research center to find this virus.
- You fight various enemies to get to where the virus is located.
- **Attaining the virus**
  - It is getting pretty thick with enemies, and you are able to locate the virus, and it exists! You figure out the virus is code named 'The Decomposer.' You hack into the computer which takes some time (2 minutes). However, there are swarms of enemies trying to break the window to get to where you are.
  - You attain the virus!
  - You administer the virus to the swarms of enemies. Otherwise you will die because there is too many of them.

## Level 4

- The player is accompanied to an underground facility in Turkey to obtain the last Bio-Weapon.
- You are able to obtain the virus 'The Identifier' with very limited enemies to fight. The person accompanying you types in her password and passes 8 clearance doors. The virus so happens to be at the very bottom of the underground facility. Next, after she passes the last clearance door she simply hands you the virus. Which seems too easy? The player obtains the virus 'The Identifier' with very limited fighting.
- **2<sup>nd</sup> Bio-Weapon**
- However, you are at the bottom of the underground facility. The Player hears sounds. It's a trap from the Enemy! Enemies come from all areas in a mission! The player must fight them off with now two Bio-Weapons to help, and you have little time to get out unharmed.
- At the End you meet 5 Kantines at the surface that the player must beat to beat the level and the game.
- **Campaign End**
- **Play the Credits for 10 Hours:**
  - Player cannot exit the Credits early.
  - If player turns off console, the Credits resume to where they left off.
  - The player MUST watch the full 10 hours of Credits!

## Production Timeline

Task Name	Assignment	Start Date	End Date
Level 1 & Level 2 Gallery	[Everyone (#7)] bring pictures & ideas, according to their job, for what they think Level 1 & Level 2 looks like. Day 1: gather material; and Day 2: organize material.	11/1	11/2
Rough Design of Mechanics Level 1 & Level 2	[Coders/ Unity3D (#4)] Get General Mechanics of Level 1 & Level 2. Prototype Level1-2 Mechanics 1.	11/3	12/3
Rough Graphics of Level 1 & Level 2	[Graphics Designers (#3)] Get General Graphics of Level 1 & Level 2. Prototype Level 1-2 Graphics 1.	11/3	12/3
Collaborate & Goals	[Everyone (#7)] Collaborate & Figure out Final Goals for Level1-2 Final Prototype	12/4	12/10
Level 3 & Level 4 Gallery	[Everyone (#7)] bring pictures & ideas, according to their job, for what they think Level 3 & Level 4 looks like. Day 1: gather material; and Day 2: organize material.	12/11	12/12
Rough Design of Mechanics Level 3-4	[Coders/ Unity3D (#4)] Get General Mechanics of Level 3-4. Prototype Level 3-4 Mechanics 1.	12/13	1/13

Rough Graphics of Level 3-4	[Graphics Designers (#3)] Get General Graphics of Level 3 & Level 4. Prototype Level 3-4 Graphics 1.	12/13	1/13
Collaborate & Goals	[Everyone (#7)] Collaborate & Figure out Final Goals for Level 3-4 Final Prototype	1/14	1/20
Premier Marketing	[Marketing (#1)] See what options there are for marketing & search Optimization. Create a good preview of the game.	1/21	2/15
Final Design of Mechanics Level 3-4	[Coders/ Unity3D (#4)] Get All Mechanics of Level 3-4 Squared away Final Prototype Mechanics 2.	1/21	2/21
Final Graphics of Level 3-4	[Graphics Designers (#3)] Get All Graphics of Level 3 & Level 4. Final Prototype Graphics 2.	1/21	2/21
Testing & Collaboration	[Everyone (#7)] fix any bugs in Level 3-4, fix any issues, and final touch ups.	2/22	3/10
Final Design of Mechanics Level 1-2	[Coders/ Unity3D (#4)] Get All Mechanics of Level 1-2 Squared away Final Prototype Mechanics 2.	3/11	4/11
Final Graphics of Level 1-2	[Graphics Designers (#3)]	3/11	4/11

	Get All Graphics of Level 1 & Level 2. Final Prototype Graphics 2.		
Testing & Collaboration	[Everyone (#7)] fix any bugs in Level 1-2, fix any issues, and final touch ups.	4/12	4/30
Marketing & Advertising	[Marketing (#1)] Advertise game, get high up on the search results, and so on. [Everyone (#7)] Add any final touch ups that were not thought of are added here.	5/1	5/31
Launch!	Release the Game. (#8)	6/1	

## Budget

Expense Name	Category	Cost	Units	Total
Rent	Housing	\$800	8	\$6400
Unity 3D PRO	Software	\$125	8 * 4	\$4000
Maya	Software	\$3495	3	\$10485
Manager	Salary	\$5000 mo.	8	\$40000
Senior Coder/ Graphics	Salary	\$3750 mo.	8 * 2	\$60000
Junior Coder/ Graphics	Salary	\$2500 mo.	8 * 4	\$80000
Marketing	Salary	\$2600 mo.	4	\$10400
Licensing Game objects pre-created material.	Legal	-	-	\$20000
Miscellaneous	Misc.	-	-	\$10000
Dinners & Get Togethers	Fun	\$600	12	\$7200
			<b>TOTAL</b>	<b>\$248485</b>

## Key Personnel

Team Member	Role
Robert Q.	Product Manager/ Coder/ Unity3D Engine
Hennerly T.	Senior Coder/ Unity3D Engine
George W.	Junior Coder/ Unity3D Engine 1
Tomas E.	Junior Coder/ Unity3D Engine 2
Hermin G.	Senior Graphics Designer
Mike H.	Junior Graphics Designer 1
Sara T.	Junior Graphics Designer 2
Quan R.	Marketing/ Search Engine Optimization

## Cited Material

### 1<sup>st</sup> Scene

<https://www.devicedaily.com/wp-content/uploads/2017/12/02-Top-15-Best-RTS-Real-Time-Strategy-Games-for-2017.jpg>

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

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

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

### Virus

<https://vignette.wikia.nocookie.net/monster/images/3/34/T-Virusimage.jpg/revision/latest?cb=20170705165621>

### Maya Cost

<https://venturebeat.com/2013/08/28/autodesk-to-charge-50-a-month-for-maya-lt-3d-animation-tool-for-indie-and-mobile-game-developers/>

### Unity3D Cost

<https://www.quora.com/How-much-does-it-cost-to-get-a-Unity-3D-license>