

NON-DIGITAL PROTOTYPE:  
ZOMBIES GENETICIST  
ALLEVIATION  
ANDREW QUAIFE

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# ULTIMATUM

*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 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 agency 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!*

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# General Systems of the Game

**Note!:** for simplicity this **will be only the FPS Version**. The MOBA Addition would make it too complicated for a simple prototype, but can be added later.



(Aggregated Cited Picture under topic "1<sup>st</sup> Scene")

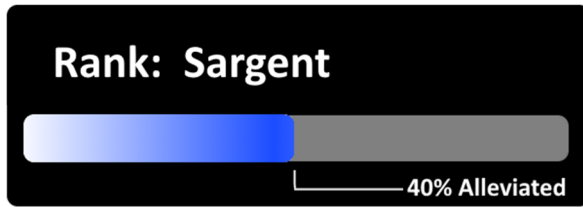
**GOAL:** The goal of the game is to shoot down as many Zombies as possible by the use of Weapons, Explosives, and Bio-Weapons.

**PLAYER:** Your Players name is Keith. Keith is the best in his Marines Squad, and has very promising abilities to succeed. You player and his two friends where selected as one of a few groups to eradicate the Zombie Enemies and their geneticist mutations.



(Aggregated Cited Picture under topic "Keith")

**RANK:** The more Zombies you remove in Total (0 => 100%), the higher in rank you achieve. You start with the rank "Private," and if you alleviate all the Zombies, the player ends as a "General."

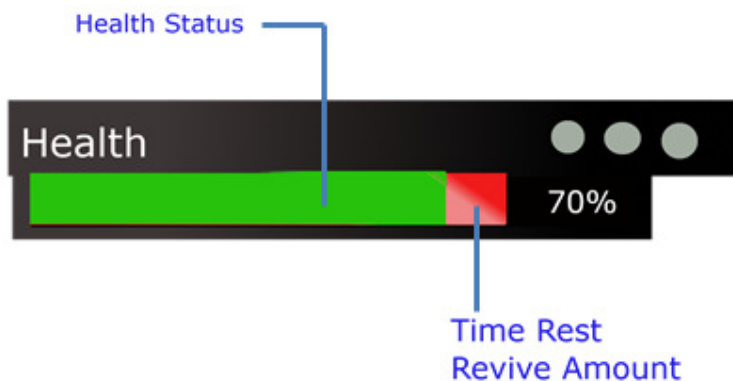


**FRIENDS:** You are accompanied by two Friends Katie, and Charles with Special Abilities. Who help you in the missions and fight off the Enemies.



(Aggregated Cited Picture under topic: "Katie" & "Charles")

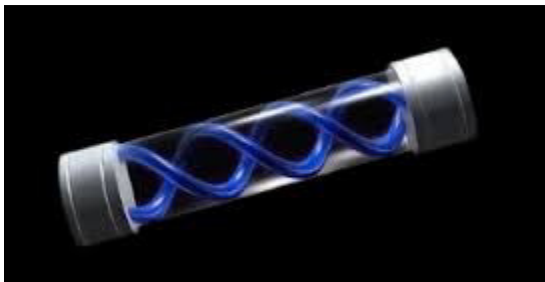
**HEALTH:** You have a Health Bar that has a max health value of 10. After 20 seconds of not taking damage you regain 3 health points (Title: "Time Rest Revive Amount"). Additionally, you would need Katie to heal you to regain the rest of your health to max health.



**Specific Loadout:** The Player (Keith), Katie, and Charles have the same Loadout Framework.

- **The choice of 2 Regular to High Weapons:** The regular weapons would be categorized as Assault Rifles, and High Weapons would be categorized as weapons like Rocket Launchers.
- 1 Pistol for Backup.
- The choice of 2 different Hand Grenade types, in which one can have 2 maximum of each.
- 1 Ability which varies from the Player (Keith), Katie, and Charles. The ability ranges from a Healing Ability, to the use of Bio-Weapons, to High Explosives.

**ChromZ:** Is a nasty virus that effects only the Kutar Aliens and **humans are immune**. This is the virus that turns Aliens into Alien Zombies and their mutation counterparts. ChromZ is developed by one of the Kutar Aliens Bio-Genetic companies.



(Aggregated Cited Picture under topic "Virus")

## Main Characters Description & Abilities

Detailed background & Abilities.



(Aggregated Cited Picture under topic "Abilities")

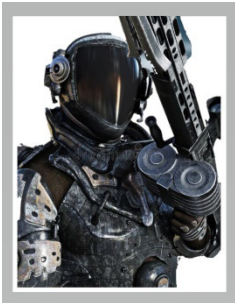
- **Player: Keith**
  - Hacks the computer to gain intel, Opens doors, and is the primary charter to carry out specific tasks

- **Ability All:** Has all abilities, but has a finite limit, and are not as effective as the abilities of the two friends.
  - **Abilities take 4 seconds to administer.**
  - **Ability Health X3 each Level:** has effect of +5 health points.
  - **Ability High Explosives X3 each Level:** causes significantly more damage.
  - **Ability Bio-Weapons:** Has effect specified.



(Aggregated Cited Picture under topic “Keith”)

- **Friend Katie**
  - Has a large background in Chemistry, and has the ability to heal players.
  - **Ability Healing:** She has infinite Healing abilities, and has the most effective healing ability.
    - To heal a player from 1 Health points to max Health points takes 20 seconds, this would heal a player from close to dead.



(Aggregated Cited Picture under topic “Katie”)

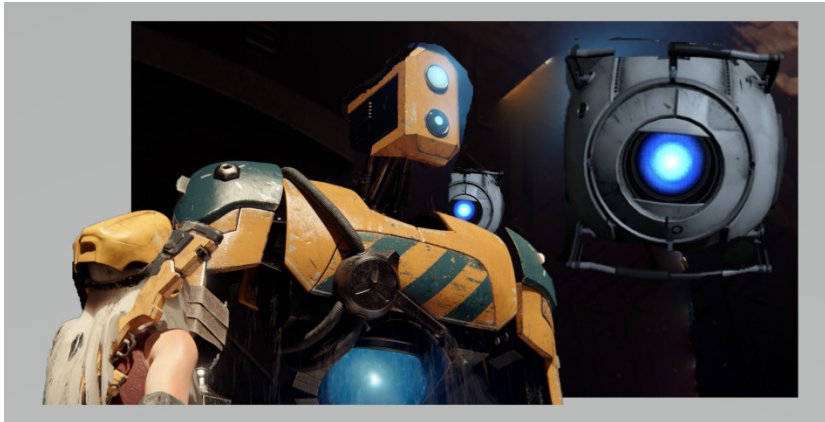
- **Friend Charles**
  - Has a large background in Explosives, and has special explosive abilities.
  - **Ability Explosives:** Is given a maximum of two types of explosives every five minutes
    - **Explosive 2 Incendiary Grenades:** Causes a damage of 10 for enemies in vicinity, and removes damage of 2 every 2 seconds for enemies who walked over the fire, and lasts for 2 seconds.
    - **Explosive C4:** Causes a damage of 25 for enemies in the vicinity.



(Aggregated Cited Picture under topic "Charles")

## Other Characters/ Enemies Systems

- **Character: Research Robots & Build Robots**
  - These characters do nothing, but add visual aesthetic.
  - Some Robots are welding some panel when the player is going through the map.
  - Other robots speak to you when the player is hacking a computer.



(Aggregated Cited Picture under topic "Robots")

- **Kutar Aliens**
  - They tell you about upcoming mission and the narrative of the story.
  - They are mixed with humans, characters who tell you upcoming missions and the narrative of the story.





(Aggregated Cited Picture under topic "Aliens")

- **Enemies: Zombies, ZombieX, Kantine**
  - The Enemies that need to be eliminated, and cause player damage.
  - **ZombiesX (White Colored)**
    - **Least Damage:** These Zombies cause little damage: **-1 Health point** after 30min. of vigorous scratching.
    - **ZombiesX Health:** 1 Health Point
    - **Spawn:** Hiding, already there, and can be playing card games like Poker.
    - They add fun to the game by being extremely annoying, and being way to confident and naive. Sometimes they blow themselves up because they like the pretty colors of the grenades.
    - After their confidence runs out they become extremely scared and fear your presence, but I wouldn't say their ideas to flee are intelligent at all.
    - **Groups:** 3 – 6 ZombieX's
  - **Regular Zombies (Center of Picture)**
    - **Regular Damage:** -2 damage every second you are within 1 foot. They go nuts when they get that close, waving their arms and legs.
    - **Zombies Health:** 3 Health Points
    - **Spawn:** Spawns underground, from the ceiling, or hear you in another room. They do occasionally wait and spawn right next to you underground.
    - **Groups:** 3 – 100 Regular Zombies
  - **Kantine (Top Right)**
    - **High Damage:**
      - -6 damage within 3 feet, body slam.
      - -2 damage if hit by the fire that shoots out of their hands and feet. Also, -1 damage every second for 3 seconds from the fire burning you.
      - -1 damage every second if you walk over the fire, for 2 seconds till it extinguishes itself.
    - **Kantine Health:** 20 Health Points
    - **Spawn:** Spawns from the sky.
    - **Groups:** 1 – 6 Kantine



(Aggregated Cited Picture under topic “Enemies”)

## Weapons & Explosives



(Aggregated Cited Picture under topic “Guns”)

- **Weapons: Guns**
  - **Machine Gun**
    - -0.05 Damage to enemies for every Bullet Hit.
  - **Assault Rifle**
    - -0.30 Damage to enemies for every Bullet Hit.
  - **Pistol**
    - -0.08 Damage to enemies for every Bullet Hit.
  - **Rocket Launcher**
    - -20 Damage to enemies for every Rocket Hit.
    - -7 Damage to enemies within 15 feet.



(Aggregated Cited Picture under topic "Explosives")

- **Explosives**

- **Explosive Hand Grenade:** Causes a damage of -5 for enemies in the vicinity.
  - **Used By:** All
- **Explosive Sticky Grenade:** Causes a damage of -2 for enemies in the vicinity. If the grenade directly hits an enemy, it attaches to the enemies body.
  - **Used By:** All
- **Explosive 2 Incendiary Grenades:** Causes a damage of -10 for enemies in vicinity, and removes damage of -2 every 2 seconds for enemies who walked over the fire, and lasts for 2 seconds.
  - **Used By:**
    - Charles
    - Keith (Enemy Damage Divided by 2)
- **Explosive C4:** Causes a damage of 25 for enemies in the vicinity.
  - **Used By:**
    - Charles
    - Keith (Enemy Damage Divided by 2)



(Aggregated Cited Picture under topic "Bio-Weapons")

- **Bio-Weapon Items**

- Can only be used by the Player Keith.
- You are given 1 of each every 10 minutes of play, and given 1 of each at the start of a level.
- **Bio-Weapon: “Decomposer”**
  - Deploys like a smoke grenade to administer the virus. Deploys for 30 seconds.
  - **Damage:** Removes -3 damage for enemies every second. If an enemy exits away from the mist the damage lasts for 2 seconds.
  - Looks like a Blue flame on enemies, but the mist of the ‘Decomposer’ is white.
  - Uncovered at Level 3.
- **Bio-Weapon: “Identifier”**
  - Deploys like fireflies in a canteen, and fly’s off to 1 enemy at a time. The “identifier” can detect and attack enemies without the users help.
  - **Damage:** Attacks 1 enemy at a time, and lasts for 2 minutes. -2 damage every second for the 1 enemy it is attacking.
  - Uncovered at Level 4.

## Level Objectives

### World Feature Overview

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

## 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.



(Aggregated Cited Picture under topic "Level 1 Main")

- **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"**
  - (See Below)
- **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.



## “That Commotion needs a Trim”

After you were sent out, you hear a commotion in the next hall which sounds like high pitched animals speaking. It's ZombieX's!

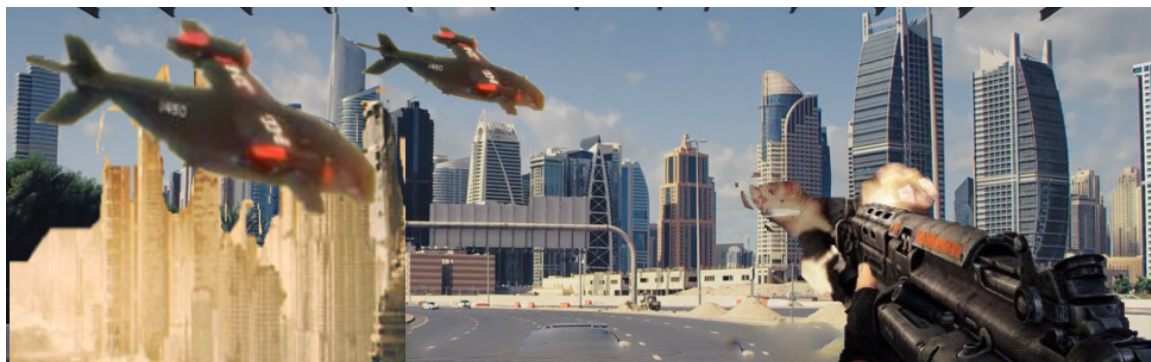
So you start up the Lawn Mower and give those enemies a nice hair cut! After you alleviate those ZombieX's you have enough to RANK UP, and you achieve the rank of 'ATENDANT.'



(Aggregated Cited Picture under topic “That Commotion needs a Trim”)

## Level #2 Onward

After fleeing the facility by helicopter, you fly to Dubai a safe zone to be de-briefed. The player also has a number of weapons to choose from. Then, the combat begins! Local infected ChromZ Enemies made their way to the city. But, a local army helped you fight them off.



(Aggregated Cited Picture under topic “Level 2 Main”)

- **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 Strong Hold

You set up another base camp in Israel. To increase you defenses, and the player is able to hack a computer to get the "Decomposer" virus that hinders ChromZ. (**1st Bio-Weapon**)



(Aggregated Cited Picture under topic "Level 3 Main")

- 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 Continuation

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. 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.



(Aggregated Cited Picture under topic "Level 4 Main")

- 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!

## Cited Material

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

**Includes Cited Topics:** Keith, Katie, and Charles

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

### Virus

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### Abilities

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<http://koreabizwire.com/wp/wp-content/uploads/2017/10/nuclear-waste.jpg>

### Keith

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### **Katie**

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### **Charles**

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### **Robots**

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### **Aliens**

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### **Enemies**

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### **Guns**

[https://vignette.wikia.nocookie.net/turok/images/0/0f/BLLT\\_WEAPON.jpg/revision/latest?cb=20140321001959](https://vignette.wikia.nocookie.net/turok/images/0/0f/BLLT_WEAPON.jpg/revision/latest?cb=20140321001959)

### **Explosives**

[https://images-na.ssl-images-amazon.com/images/I/61GaqSRin2L.\\_SX355\\_.jpg](https://images-na.ssl-images-amazon.com/images/I/61GaqSRin2L._SX355_.jpg)

### **Bio-Weapons**

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### **Level 1 Main**

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### **Level 2 Main**

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### Level 3 Main

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### Level 4 Main

[https://www.turkeyhomes.com/img/content/thumb\\_big\\_wide\\_de9e395a7347df3b3d49055c05b7d4d4.jpg](https://www.turkeyhomes.com/img/content/thumb_big_wide_de9e395a7347df3b3d49055c05b7d4d4.jpg)

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<https://cdn.cnn.com/cnnnext/dam/assets/161020121532-vital-signs-video-games-spc-a-00035516-exlarge-169.jpg>

<https://www.ufrgs.br/vitrinetecnologica/wp-content/uploads/2018/07/10.jpg>

### That Commotion Needs a Trim

<https://www.vm-images.net/sys/resource.ashx?guid=2d59d24b957646ae90eb0a9f751dad34>

[https://vignette.wikia.nocookie.net/alienfilm/images/a/a3/Scary\\_Movie\\_Aliens.jpg/revision/latest?cb=20130619014158](https://vignette.wikia.nocookie.net/alienfilm/images/a/a3/Scary_Movie_Aliens.jpg/revision/latest?cb=20130619014158)