Zombotony GDD

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# Preface

# Explanation game

Your asleep you have a nightmare the world is run over by zombies. Then your house is surrounded by zombies and just when you’re about to die. You wake up and realize that that was no nightmare but reality. You also realize that you are alone in your home, then suddenly you experience great dread when thinking about where your family is.

You have survived the apocalypse for 2 weeks now when you come to an conclusion: you stay here taking your chances, you go out lightly packed heading up north were you hope zombies can’t survive because of the zombies, or you go to the south were you think most people and hopefully your family will be. Risking the enormous number of zombies that will be there.

From there on the real journey will start.

Player Experience  
The experience for the player should be like a 1980s text-based game.

Core Mechanic  
The core mechanic is about surviving based on the responses you give to certain situations.

Core game loop  
the levels constantly present situations where you have to think what is going to make me survive.

# Levels/Script:

**Start**,  
Welcome to Zombotony, if you want to play the game type “walker”.  
If you want to see the credits type “credits”  
**Intro,**

Your asleep you have a nightmare the world is run over by zombies. Then your house is surrounded by zombies and just when you’re about to die. You wake up and realize that that was no nightmare but reality. You also realize that you are alone in your home, then suddenly you experience great dread when thinking about where your family is.

Type “continue” to start the game. >Alone6

**Credits,**

Writer: Tim van Surksum

Lead programmer: Tim van surksum

publisher: digital extremes

Co story writer: a maze I found on google images

Music: Bear McCreary

Type “menu” to go back to the menu. >start

**YouDie1,**

You help the explanation however there are just too many zombies. Eventually the area is taken but at great cost of lives including yours. You're remembered as a hard worker towards a better future and a great leader

Type “menu” to go back to the menu. >start

**YouDie2,**

You charge them head on but what you did not know is that their leader is an army Seargeant who trained everyone over the past year you stand no chance, but at least your death is glorious.

Type “menu” to go back to the menu. >start

**YouDie3,**

You live together for about 3 days till you and the other leaders of your group are killed

Type “menu” to go back to the menu. >start  
**YouDie4,**

You go south, but soon you notice that with the many people you are you just simply don’t have enough food. You lose the spirit to fight and get taken by surprise by the zombies.

Type “menu” to go back to the menu. >start

**YouDie5,**

You go north, but soon you notice that with the many people you are you just simply don’t have enough food. You lose the spirit to fight and get taken by surprise by the zombies.

Type “menu” to go back to the menu. >start  
**YouDie6,**

You spend weeks trying to find your family, but with time you end up losing hope and end up in a state of depression. You lose your will to live and eventually die due to recklessness.

Type “menu” to go back to the menu. > start

**YouDie7,**

After fleeing from the zombies, you notice it getting dark. You decide to seek shelter in the mall however its dark and there are more zombies.

You die a horrible death

Type “menu” to get back to the menu. >start

**YouDie8,**

you go north out of Florida after about a month of traveling you end up at the border of Canada exhausted and hungry your alone there are almost no zombies, but it doesn’t matter because you have no food.

Type “start” to go back to the menu. >start

**YouDie9,**

you chose to stay at your house this. This goes well for about a month when all your food has run out you get surrounded by zombies at the mall and this is the end you kill as many as you can. Hoping this will at least help the other humans alive.

Type “start” to go back to the menu. > start

**YouDie10,**

You choose to fight, however. From behind another bigger horde of zombies appears you are lost. You spend your dying moments in dread to relieve the suffering you shoot your family through the head and then yourself.

Type “start” to go back to the menu > start

**YouDie11,**

after about 3 hours you realize that the bunker is surrounded those who fought lost. You have no place to go. You and the others die of hunger, or commit suicide.

Type “start” to go back to the menu. > start

**YouDie12,**

You try to save David and Martha but when you are almost done a large horde of zombies comes from behind and you all die.

Type “start” to go back to the menu. >start

**YouDie13,**

You wander around to find them when it turns night and you realize that this wasn’t a way to honor them, but it was your out. You let yourself be eaten by zombies forever roaming this earth as a shadow of what you once were.

Type “start” to go back to the menu. >start

**ImportantChoice1,**

After 2 days of traveling you meet a large group of people, they seem friendly. But they want to go to cape Canaveral to hopefully get help from the military. But you know that your family probably would have gone to Orlando. So, you must choose search for your family risking death or stay with this group.

Type “stay” to stay with the group. >IllusionOfChoice

Type “leave” to search for your family. >Family1

**ImportantChoice2,**

You and another leader Natasja sneak in the building and successfully assassinate their leader. Apparently, he was an army Seargeant who oppressed the people into taking arms up against us. So, there is finally peace. And over the past year you have slowly fallen in love with Natasja, but when she finally kisses you. You get reminded of your old family. You're struck between taking this huge step moving on or staying in the past. Do you leave or stay?

Type “stay” to stay. > JourneyWithStrangers5

Type “leave” to leave. > Alone3

**ImportantChoice3,**

It is 2 weeks later, and everyone is still struck by the deaths of Martha and David. You! chose who to save, therefore you most of all are broken. You consider leaving or at least to try to kill them as zombies and give them a proper burial. Everyone tries to convince you that you should neither leave nor find their zombies.

Type ”kill” to kill those you left behind. >YouDie13

Type “leave” to leave the group. >Alone1.1

Type “stay” to stay. >Family3

**Family1,**

After 4 days of traveling you discover a huge military camp.

You have been there for 3 days when you find your family. You are as happy as you could possibly be, however the feeling is short lived the camp gets overrun by a huge group of zombies. Most of the people are fighting back with all they got, there is a military truck nearby. Then suddenly you realize that this camp is built on an old fort and you can enter it.

Do you flee hide or do you fight?

Type “hide” to hide in the bunker >YouDie11

Type “fight” to defend the camp >YouDie10

Type “flee” to take the truck and flee.> Family2

**Family2,**

You fled the base with the truck and a nice family of 4(David, Martha, indigo, and tony). The family white is very nice and over a period of 6 hours you bond with them. En then you notice you are out of gas. You get surrounded by zombies you fight your way through, but Tony and Indigo are surrounded and so are Martha and David. You all realize you can only save 2 people do you either save Tony and Indigo, or Martha and David.

Type “Tony” to try to save Tony and Indigo.>YouDie12

Type “David” to try to save David and Martha.>ImportantChoice3

**Family3,**

You stayed with the group never forgetting what you did. With the memory staying like a scar for the rest of your live. You spend the next few yours surviving the apocalypse and slowly rebuilding society. Your experiences shaped the person you are today. Trying to save every human you can.

Type “GrimesMuch” to continue. > YouWin3

**Alone1,**

You leave alone with only a few supplies and a small car. After only a day of traveling you realize the magnitude of doing this alone when faced with a group of zombies around your car when you left shortly before. Do you try and get your car back risking getting bit? Or do you flee risking not being able to find a car.

Type “flee” to flee. >YouDie7

Type “car” to try to get your car back. >Alone2

**Alone1.1,**

You decided to go away because you could not bear to be with them. You decide to go back to your home up north. In a sort of self-banishment. You retake your home.

Type “continue” to continue. >Alone4

**Alone2,**

You succeed in getting back your car however the tank has not nearly enough to get to where your family has gone. Do you risk the journey and seek after your family or do you accept their death and move on with your new family?

Type “back” to go back. >JourneyWithStrangers1

Type “search” to try to find your family. > YouDie6

**Alone3,**

You just could not take that reminder you leave. You go back to your old home. As a reminder of Who you left to be alive.

Type “continue” to continue. >Alone4

**Alone4,**

You live a lonely life in your home of grief. You wake up farm food kill zombies and go to bed. You're in a continuing circle of depression. Then you decide to retake your hometown not for yourself but for those who come and are willing to stay.

Type “continue” to continue. >Alone5

**Alone5,**

Years later you have built a massive society of people and you hear that your family died their dead bodies roaming around the country. Once again you are struck with grief and self-hate. Could you have made a difference

Type “continue” to read the next chapter. >YouWin2

**Alone6,**  
You have survived the apocalypse for 2 weeks now when you come to an conclusion: you stay here taking your chances, you go out lightly packed heading up north were you hope zombies can’t survive because of the zombies, or you go to the south were you think most people and hopefully your family will be. Risking the enormous number of zombies that will be there.

Type “north” to go north. > YouDie8

Type “south” to go south. > ImportantChoice1

Type “stay” to stay > YouDie9

**IllusionOfChoice,**

You chose to stay with the group sadly after 2 weeks of traveling and you getting to know them your travels and hardships are for nothing there is no-one at the military base. Hearing this everyone wants to set up a base and maybe eventually a society at the base. You feel great sadness knowing you could have sought after your family and there empathetic to how you feel, however the ask you not to go and stay and help

Type “leave” to leave. >Alone1

Type “stay to stay. >JourneyWithStrangers1

**JourneyWithStrangers1,**

After 1 year you finally made peace with the loss of your family. You move on having found a purpose of keeping people safe.

Type “continue” to continue

**JourneyWithStrangers2,**

You want to flee but where? Do you go north till you find some place, or do you try and reach Miami hoping there is another more welcome group there.

Type “north” to go north. > YouDie5

Type “south” to go to Miami. > YouDie4

**JourneyWithStrangers3,**

The society is doing well its seen as a safe haven for those who arrive however there is another group forming. Turmoil stirs within the communities. Do you leave taking your chances somewhere else do you fight, or do you try to live together?

Type “live” to try to live with the other community. >YouDie3

Type “fight” to go to war. > JourneyWithStrangers4

Type “run” to flee. >JourneyWithStrangers2

**JourneyWithStrangers4**

Going to war it is, but now a plan of action is needed do you attack there base or do you assassinate their leaders.

Type “sneak” for an assassination attempt. > ImportantChoice2

Type “charge” to attack them head on. > YouDie2

**JourneyWithStrangers5,**

You chose that to be able to honor your old family you would have to at least be happy. So, you persue a relationship with Natasja. Years go by and the community is growing fast they need people to take over a large area. Do you help, or do you decide you have survived too much and have too much to risk taking that chance.

Type “help” to help. > YouDie1

Type “risk” to stay and be with your family. > JourneyWithStrangers6

**JourneyWithStrangers6,**

After you did not choose to help almost no-one wanted to go it took another 6 years to take the area. At that point you had 2 kids to teach about the world that once was and the world that is to come, there world.

Type “continue” to continue. > YouWin1

**YouWin1,**

Decades pass your kids grow up and get kids of their own when finaly at the age of 58 you die of natural causes. You are remembered as one of the people responsible for humans being alive today you are admired across the new country you helped form.

Type “peace” to go to the credits. > Credits

**YouWin3,**

You build a so safe that decades down the line statues are built after you. You are a hero. In fact, life is so safe that you die by heart attack while writing a book. Your funeral was attended by all the people around you.

You die a hero's death.

Type “peace” to go to the credits. > Credits

**YouWin2,**  
At the age of 80 you die of a heart attack alone in your house. You were the reason thousands lived yet almost no-one knows that only 5 people that were at your community since the beginning spend your funeral. The world is safer thanks to you. Yet it feels bittersweet to both you in your last years and for those who knew you and your story.  
  
Type “bittersweet” to go to the credits. > Credits

# Controls game:

This game doesn’t really have controls. You just type a certain text to decide.

# Sound explanation:

The only sound there will be is the walking dead theme because it is synonymous with zombies. And it’s just an all-around good horror theme.

# Game flow:

