Zombie Town RPG

Overview

Zombie Town will consist of two parts:
- 3D Game Board
    - Players will use the map to track where they are in zombie town
    - Gives the players an open world feel
    - The Game Board will have two major functions
        - **Map** - a modular overview view of what the active city looks like
        - **Storage** - 2 compartments for storing the extra building pieces
- ZT-App
    - Players will use a mobile device to keep track of the following:
        - Player stats
        - Crafting
        - POI's
        - Zombie Fights

3D Game Board

Layout
- The map will consist of 12 city blocks with a total of 32 lots
    - Each interior city block will have 2x2 buildings, 4 total
    - Each exterior city block will have 2x1 buildings, 8 total
    - The grid will look like the following:

		1	2		3	4		
5		6	7		8	9		10
11		12	13		14	15		16
17		18	19		20	21		22
23		24	25		26	27		28
		29	30		31	32		

- The buildings will be individually 3d printed pieces that will fit into each lot on the game board.
- [2" Magnets Link](#)

Zones

- Each modular map piece will be assigned to one of the following zones
    - Residential   →   Light Green
    - Commercial   →   Light Blue
    - Street   →   Black
    - Ruins   →   Grey
    - Nature   →   Dark Green

Buildings

- The map will have several locations that players will be able to visit.
- Players will be able to rest in houses if building is reinforced
- Residential
    - House, mobile home, duplex, apartments
    - ["Wood", "Cloth", "Plastic", "Metal", "Stone"]
- Commercial
    - Gas station, grocery, bar, restaurant, auto repair, hardware, thrift shop, bank
    - ["Metal", "Plastic", "Stone", "Cloth", "Wood"]
- Civic
    - City Hall, police Station, school, fire house, hospital
    - ["Stone", "Wood", "Metal", "Plastic", "Cloth"]

Streets

- Streets separate each city block
- Streets contain crossroads where players place their token
- Players will search the surrounding buildings from their current crossroad

Ruins

- Ruins will contain resource piles
- Great place to get lucky when finding mission related items
- Low zombie count

Nature

- Grass, parks, ponds,
- Open spaces usually populated by zombies
- Increases danger to surrounding POI's of current crossroad

ZT-App

Overview

The app will allow players to track all the required information while they are playing the game
- Inventory / player stats - what makes up a complete character
- Skills - boosts the players various different stats
- Crafting - allow player to utilize resources found to make items and complete quests
- POI sheet -
- POI Layout
- Battle Screen

App Page Layouts

The ZT app will have the following page layouts
- **Home Page**
  - New game, load game, exit

Game Stats	Game Image [ ]	[New Game] [Load Game] [Exit]

- **Game Creation**
  - Collects the details of what type of new game should be generated

Campaign	Main Objective: <u>Escort the scientist</u> Players: [1] [2]	[Continue]
Sandbox	Player Names: Jon, Billy Difficulty: Default, Hard	[Back]

- Choose:
  - Player count
  - Game type
    - Campaign: contains main objective
    - Sandbox: survive for number of days, difficulty slowly increases
  - NTH: main objective ideas
    - **Find your missing son** – A personal story with emotional drive.
    - **Secure a safe house** – Take control of and fortify a defensible location.

- - **Retrieve vital medicine** – Someone is sick; the group must raid a clinic.
  - **Rescue trapped survivors** – A radio transmission reveals 5 people are in danger.
  - **Fix the radio tower** – Restore communication to call for outside help. Collect 3 items for repair
  - **Investigate the silent town** – Something's off; no signs of life or undead. NPC quest
  - **Destroy a zombie nest** – A horde is growing in a certain area, locate it and wipe them out.
  - **Escort a scientist to safety** – They know something about the outbreak. Locate and escort to safety
  - **Escape the quarantine zone** – Find a way out before it's locked down for good.
  - **Locate the supply drop** – Airdropped crates landed somewhere nearby.
- Player name is randomly assigned from a list of possibilities
- List of POI's available for exploration
  - Campaign: set of POI's for balanced play
  - Sandbox: chooses a random set of POI's
- NPC Locations
  - There will be a set number of NPCs created and assigned to various different locations based on their event
- Random events
  - Main Objective (campaign)
    - Players must complete this to win
    - Main NPC that's required to complete the main game
  - Side quests
    - Players can complete these to increase skill levels
    - Once a side quest is complete they can choose 1 of 2 skills to increase
    - Quest may influence what skills will be available to increase

- **Game Page**
  - Default page that contains all player actions and important game information

Game Stats: Mission, Day, Cash, Health, Crossroad	[Player]
	[Search]
	[Move]
Flavor text	[Rest]
	[Quit]

- Actions
  - Player   →   Player inventory and stats
  - Search →   Allows player to select 1 of 4 POI's to visit within crossroad
  - Move   →   Move to new crossroad
  - Rest   →   Regenerates the number of Actions players have
  - Quit   →   Exits app

- **Character Page**
  - Contains all the character information and actions
  - Inventory
    - Carrable: items, currency, resources

- Clicking on inventory item:
  - Drop: deletes item
  - Give: transfers item to other player, if there is enough room

Stats: Health, defense, food, water, luck **Resources**: [Wood: 5], [Cloth: 0], [Plastic: 3], [Metal: 0], [Stone: 14]	[Craft] [Skills] [Heal] [Back]
Player Inventory: [Slot 01]　　[Slot 02]　　[Slot 03] [Slot 04]　　[Slot 05]　　[Slot 06] **Cash**: ____	

- **Crossroad Selection page**
  - Used by players to select the direction they wish to move

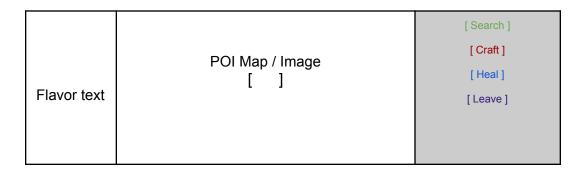|	[up]		
[left]	[stay]	[right]	[Back]
	[down]		

- **POI Selection page**
  - Used by players to select the type of POI they wish to explore
  - Based on what crossroad they are currently at

~	[House]	[Back]
[Apartment]	[Gas Station]	

- **POI layout page**
  - Shows what the current POI looks like.

Flavor text	POI Map / Image [ ]	[Search] [Craft] [Heal] [Leave]

- MVP: players click search and will be given random results

- NTH: Players will be able to search by clicking on each room for more focused results
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- **Battle Page**
    - Allow players to interact with zombies while searching POI's

Player Stats	Zombie Image [ ]	[Attack] [Defend] [Run]
Zombie Stats		

- Attack
    - Deals damage to zombie
    - Zombie attacks back
- Defend
    - If successful, allows player to check inventory or heal
- Run
    - Attempt to flee the zombie

- **NPC Page**
    - Allow players to interact with NPC's they find while searching POI's

NPC Image [ ]	NPC Text	[Speak] [Mission] [Leave]
Player Inventory: [Slot 01] [Slot 02] [Slot 03] [Slot 04] [Slot 05] [Slot 06]		

- Speak
    - Talk about current mission or need
- Mission
    - Ask NPC if they need any help
- Leave
    - Leave the NPC
- Player inventory
    - Offer items to the NPC to complete quests

- **Event Page**
    - Random events can happen to players while searching POI's

Event Text	Event Image [ ]	[Yes] [No]

- Events will present the player with a yes or no situation
    - Each event could produce positive or negative results
    - Add randomness to the game
- Yes
    - Positive
        - Player gains mission related items
        - Player gains equipment
    - Negative
        - Zombie attack
        - Trap: player receives injury
        - NPC attack???
- No
    - Returns to previous page