

Executive Summary

WORKING TITLE: Butler Maze

PLAYFORM(S): x86

CONCEPT / HOOK: Maze building with time management and resources management

GENRE: zombie apocalypse

PRELIMINARY STORY: Zombie virus suddenly broke our of no-where. The zombie army is matching towards the capital and there is no way to stop them. Doctor Z sent out his butler to buy him enough time to invent the antidote.

GAME OVERVIEW: You are Doctor Z's butler who need to attract the zombie army away to buy time for Doctor Z(even you don't want to). When you arrived the front line you realise weapons have no effect on the zombie and they can break through any obstacle in front of them. However before they break the obstacle in front of them, it seems they are too lazy to break the obstacles and will try to go by the way if there is. So you decided to build a long maze for the zombie to walk.(A profession butler should know how to build walls and chopping down trees in a very efficient manner)

KEY FEATURES: Rogue-like building game, require material management and time management. Player has to survive a specific time to win the game

MAIN DESIGN GOALS: limited resources on map so that players have to consider well how to spend their resources.

MULTI-PLAYER: possible in a mini game style. Players can compete with the same map and same resource who can build a longer maze.

TARGET CUSTOMER: Any

TARGET RATING: EC (nothing scary or bad)

PERIPHERALS: Mouse and keyboard (just for shortcut keys)

ART DIRECTION / STYLE: pixelated

GRAPHICS: 2D base building style

LOCALIZATION: English