

Group 7 (Mike Brennan, Will Muto, Matt Smith)

Game Logline.

Drop fat kids out of your dirigible onto zombie hordes to clear a path for your sheep!

Game Synopsys.

Overview & Gameplay Description

This is a top-down game; your view is of a city scene looking over a horde of 10-15 zombies. Your goal is to clear a path through the zombies so your sheep can get from one end of the level to the other. This sheep is on an independent path pre-set by the game and the zombies in the level are attracted to this sheep (and will eat it if they approach it). To accomplish this goal, you have at your disposal an endless supply of children that you can drop on the zombies. These children will draw attention away from your sheep, thus allowing you to clear a path. However, children will turn into zombies if attacked and will therefore attack your sheep after a certain amount of time. All zombies within a certain radius of the child will move towards that child. Once the child has turned into a zombie, all zombies that were in that radius will lose interest, and resume walking around. The size of the radius and the time required to turn a child into a zombie are based on the size of the child, which is something that you control.

We believe this game is unique for a few reasons. First of all, the gameplay is based around indirect control of a crowd (the zombies). In other words, you are not directly interacting with the zombies but placing in another element (the children) which have some sort of effect on them. Also, your character (the person dropping the children) is never in direct harm, but instead you are looking to protect a character other than yourself (the sheep). The fact that the sheep is on a pre-set path also contributes to this feature of "indirect manipulation."

We also feel the unique humor of the game adds to the originality of it as a whole.

Controls and Interface

The game is a simple screen with a minimal user interface. There will be a health bar for the sheep (which decreases when zombies are eating it). The user will control with only a mouse by clicking on the screen where he or she wants to drop a child, and the longer the mouse button is held down the larger the child will be.

The life left in a child will be indicated by the changing color of a child from normal to grey.

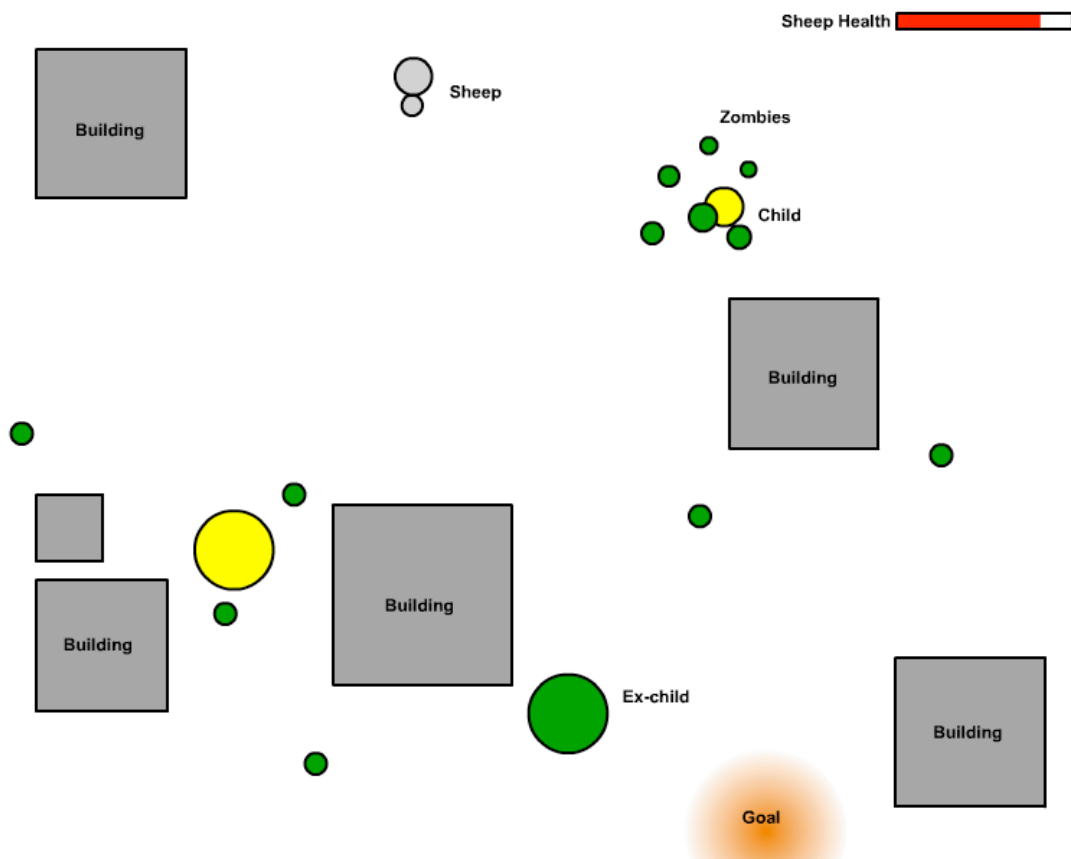
Rules

- Zombies will walk around randomly until they are in the sphere of influence of a sheep or a child.
- The sheep will walk at a constant speed along the pre-set path.
- Children can only be dropped at a maximum rate (such 1 every 2 seconds)
- The time for a child to transform into a zombie is directly related to the girth of the child.

Scoring/Winning Conditions

A level is won if the sheep gets to the goal alive. A level is lost if the sheep dies. The game is won if all levels are completed.

Concept Sketch



Division of Labor.

Mike – Zombie behavior, interaction with children, sheep and the city around them, menu/instructions.

Will – Levels, sheep pathfinding.

Matt – Children, user mouse interaction, children turning to zombies, zombie/children graphics

Game Characters.

The Sheep – There’s something special about this sheep. Something so special that someone is willing to turn endless numbers of children into zombies in order to protect it.

Zombies – They’re all the same. Brain eating machines!

The Player – Something’s wrong with this guy. He just drops children out of a dirigible onto zombies. Maybe he doesn’t care about the sheep at all. Maybe he just likes seeing children turn to zombies?

Story.

The zombie apocalypse has happened. You are a simple shepherd who has managed to survive by escaping in your hot air balloon. Your last remaining sheep has gotten lost and wandered into the big city. Your only interest in life is getting this sheep across the zombie filled city and back to the safe countryside so you can live out your years in zombie-free peace. As you traveled the land in your dirigible you picked up orphaned children whose parents have been killed by the zombie hordes. As the sheep gets to the city it’s time to put these children to use to protect your purebred sheep!

Game Levels.

There will be five levels of various stages of city growing more complex. The stages will get more difficult as the game progresses, as the zombies will get faster, more erratic, and faster at eating children.

[Funny story! I like the simplicity of the idea and the game mechanic and the humor. I would have liked some more thought about levels. One way to increase the level is to add 2 sheeps at different start points that you must help. I think you can use the 5 canned city layout, but there may be interesting way to autogenerate difficulty from it] Good job. I’m giving this 19/20. Looking forward to playing it.