

Zombie Love

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Storyline

- Most humans are now zombies, due to virus transmitted through saliva.
- Lilly (hero) has been separated from her brother for over a year.
- Found a way to make zombies become happy and friendly.
- Begins quest to get to her brother.

Game info

- Our game is a vertical scrolling shooter
- Based on games such as 1942 and the popular arcade series Raiden (seen right)
- We take a different approach to our game substituting violence for love and planes for zombies!



Our Game

We plan to take a more comical and light hearted approach to the genre like the popular game Plants vs. Zombies



Character Design

- Early representations of Lilly, the hero, and an angry zombie.



Gameplay

- Our hero's goal is to bring some love to the gloomy zombie's life by shooting them with hearts!
- But be careful, the zombies will spit nasty goo at you, get hit by this gunk too many times and our hero becomes a zombie!
- Some zombies take more hits than others, but these zombies can be converted to spread joy along side our hero!
- At the end of each stage there is a boss zombie, this one is tougher than the others!

Levels

- Level 1: The hero- Lilly's Neighborhood
 - Easy level zombies, basic spit attacks
 - Based in the streets
- Level 2: Dark Forest
 - Harder zombies, simple obstacles (like tree stumps)
- Level 3: Snowy Mountains
 - Based in (of course) a snowy area. Rolling snowballs and ice patches as obstacles.
 - Zombies are again, more difficult.

Prototyping (must haves)

- Automatic vertical scrolling
- Hero can shoot and hit targets
- Enemies can enter the screen, shoot, and leave
- Some interesting bullet patterns for enemies
- Points system/HP system
- Enemy with working HP meter (for bosses)
- Power ups
- Frozen surfaces
- Hero-Obstacle interactions

Idea Wishlist

- Multiple difficulty settings (Super special Kelvin mode included.. Top secret)
- Able to play as a different character (zombie mode)
- Many enemies and unique shot types
- Many power ups for unique gameplay

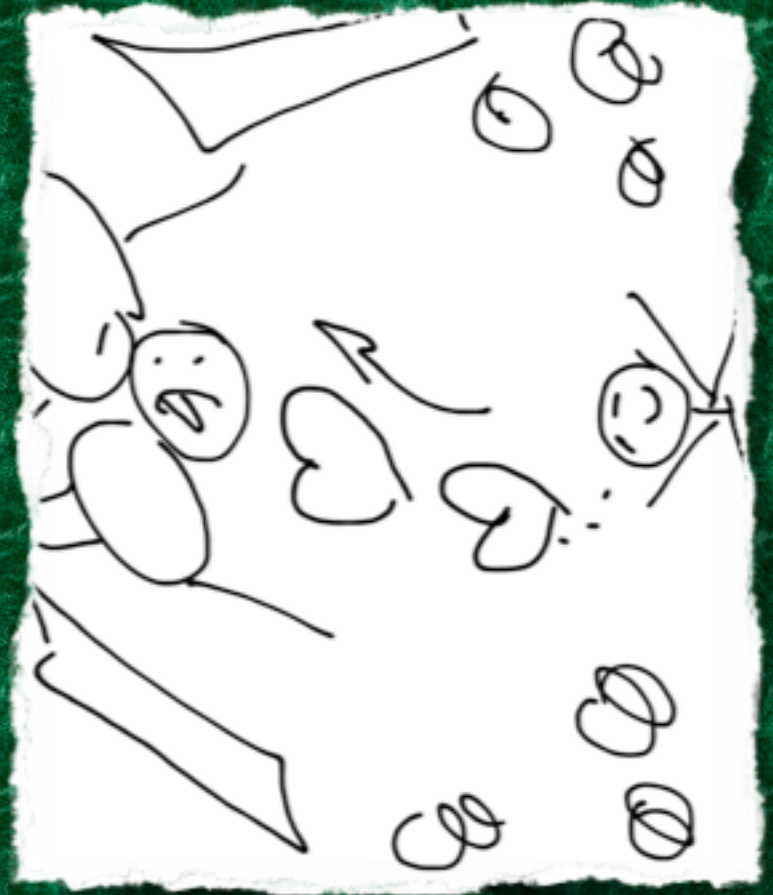
World Layout

- Hero walks up (North)
- Hero walks around stationary objects
- Zombies walk towards Hero
- Zombies walk around world objects
- Side of world is covered with impenetrable walls



Boss Fights

- Levels 1 and 2 have mini bosses
- Level 3 has a master boss
- Hero gets upgraded weapon after beating bosses



Early UI Representation

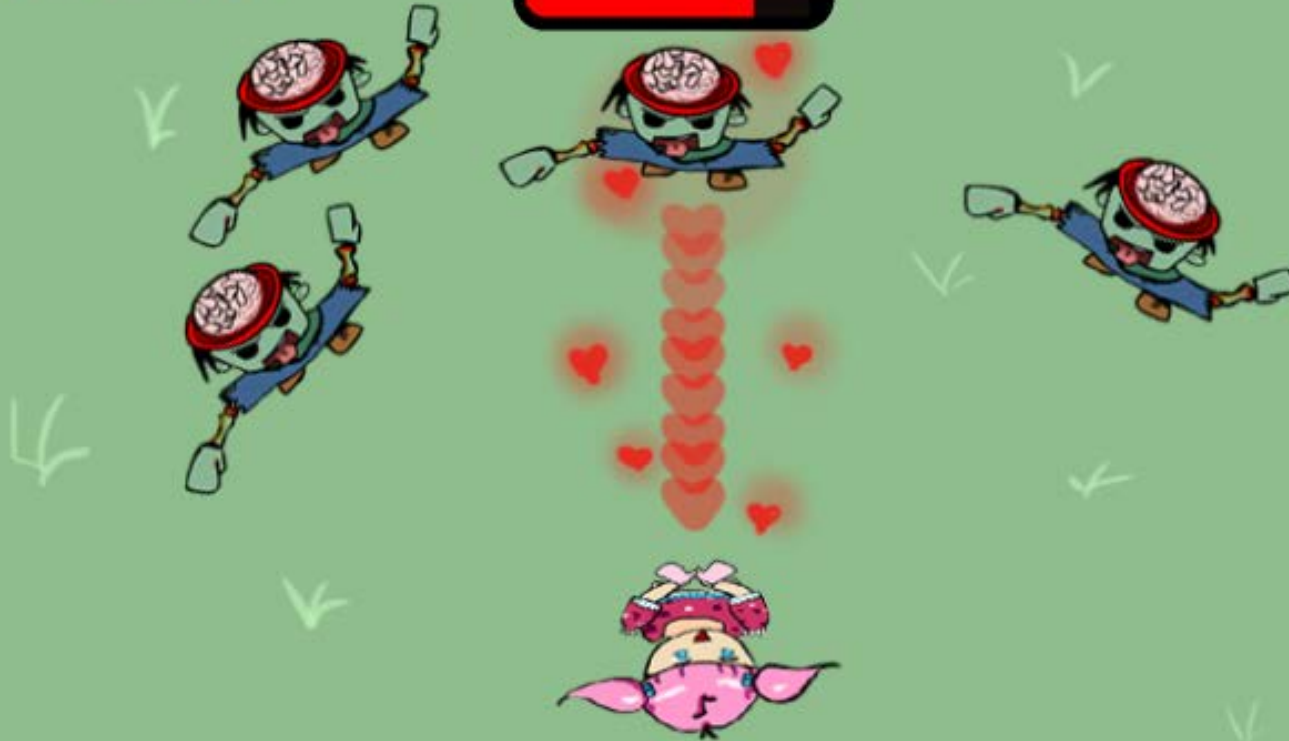
Points

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Level Name

Happy level

Enemy Angry Level



Player HP

Player Weapon Level