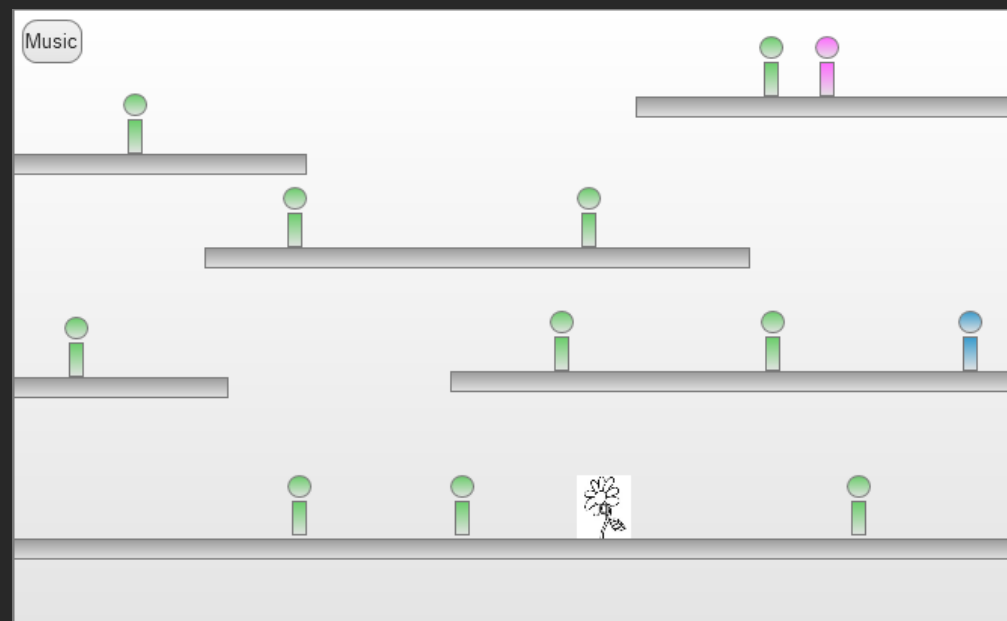But I'm a Zombie

Designed By Three Musketeers

CONTENTS

01 Game Overview

I wanna share flowers with her
But … I'm a zombie

Background

02

Requirements

Our game will include the following technical features:

i. Scene

ii. Complexity

iii. Camera Views

iv. Behavior

v. Game World

We have these scenes:

Main scene

Game levels

Win/Lose scene

Happy ending

But we haven't finished…

ii. Complexity

Three objects:

Me	Catherine	Others
This is our hero.	This is our heroine.	This is others.

No joking…
They will become handsome/ beautiful later

Main game camera and minimap

iv. Behavior

Me: Move left and right

Catherine: Chase the hero in a certain distance

Others: Chase the hero in a certain distance

v. Game world

    a. We will have lights later

    b. We will have a map containing

       platform, items and traps

03

How to Play

Winning condition: Catherine gets the flower

Failing condition: Our hero is touched by the

others/ Catherine/ trap

Left/ Right: Move left or right

Up: Jump

THANK YOU!

Presented By Three Musketeers