



But I'm a Zombie

Designed By Three Musketeers

01 Game Overview

02 Requirements

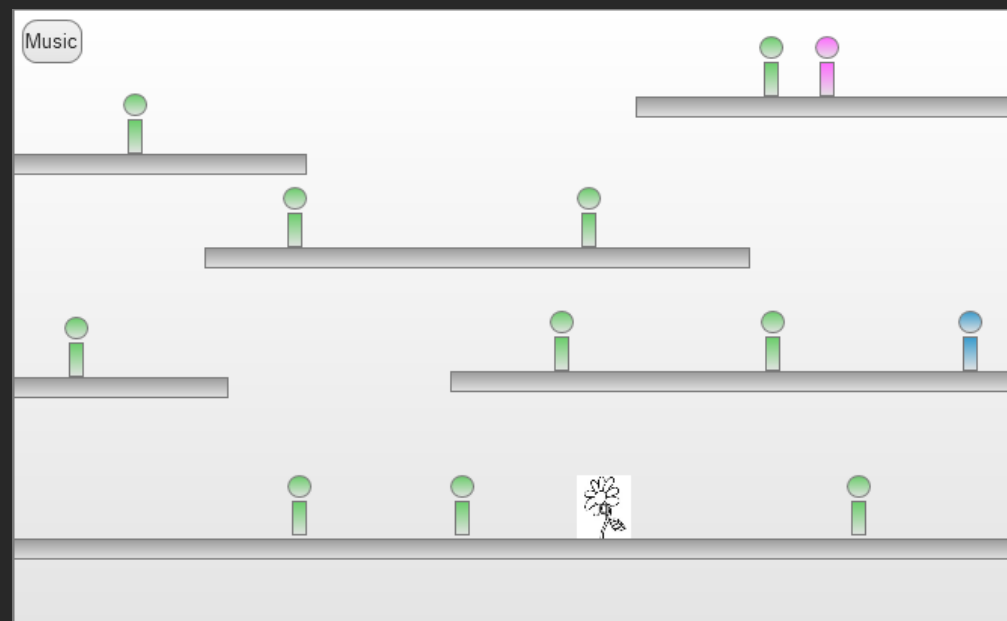
03 How to Play

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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

i. Scene

We have these scenes:

Main scene

Game levels

Win/Lose scene

Happy ending

But we haven't finished...

ii. Complexity

Three objects:

Me



This is our hero.

Catherine



This is our heroine.

Others



This is others.

No joking...

They will become handsome/ beautiful later

iii. Camera views

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

A circular graphic containing the black silhouettes of three men in 17th-century attire, likely the Three Musketeers, facing each other in conversation. The graphic is set against a white background within a dark grey circle.

THANK YOU!

Presented By Three Musketeers