



Zombie at My Door © 2011 by Christopher L. West

Zombie World

“What would you do right now, if a zombie came through that door?”

Written by Henry Lam

Version #1.00

Monday, December 28, 2010

Table of Contents

Zombie World

Game Overview

Feature Set

Game World Layout

Game Characters

Items/Supplies/Inventory

User Interface

Musical Scores and Sound Effects

Miscellaneous

Appendix

Game Overview

Introduction

Zombie World is a smart phone platformed board game that incorporates turn based strategy with role playing character customization for a cooperative group adventure.

Scenario Descriptions

Stanley's search through the closet yielded a screwdriver, a plunger and a bottle of water. As he stood up and lifted his head out from the darkness, he realized, in dismay, that the front door everyone had just hurriedly come rushing in through now stood unguarded. Choosing a seemingly obvious task, Stanley stationed himself in front of the main door. Peering through the peephole revealed nothing in sight and Stanley finally relaxed the grip on his weapon. From down the hall, he could hear JeffE letting loose in the bathroom followed by some garbled comment about "TP". Stanley hunched over in quiet laughter, just as a loud thud came from the main door behind him. Spinning around, he watched as the next thud, stronger than the first, cracked the door jamb. Taking a several steps back, Stanley heard the familiar creak of the aluminum hinges as he raised his 3 foot stepladder, ready to swing. JeffE having heard the loud thuds just after wiping with a dirty sock, had come rushing out of the bathroom, holding up his unbuttoned pants with one hand and clutching his boots in the other. The next crashing thud splintered the molding on the door frame, throwing chips of wood into the air. Both sensed the door would not be a barrier against whatever was on the other side for much longer. JeffE threw a glance at Stanley and Stanley replied with a nod. JeffE quickly buttoned up his pants, brought his boots up, held them at the ready, and muttered, "Now I'm ready."

[Status] Stanley : Stepladder : Guarding the Front Door : 2 of 5

[Interrupt] Stanley! A zombie has just shown up at the front door and is trying to push open the door. The door is shut and locked, but the door jamb looks like it is about to give way.

[Prompt]

(Brace your body weight against the door)

(Stand back and prepare to fight the zombie)

(Run away)

[Status] Stanley : Stepladder : Fighting a Zombie : 0 of 1

[Interrupt] JeffE > Interrupt > Assist > Stanley

[Status] JeffE : Work Boots : Fighting a Zombie : 0 of 1

Philosophy

1) Establish a continued sense of tension as players make decisions and take actions that will affect the group as whole as they try to complete their objective(s). One person's misfortune or poor decision is the whole group's misfortune or poor decision.

2) Promote a sense of camaraderie and cooperative play. Look out for one another. Assist others in their tasks/actions. Leave no man behind, even if he/she is literally on his/her last leg.

3) Promote social interaction between players that will keep them involved and interested during player downtime (not their turn).

4) Allow for additional devices to promote increased player activity and decrease perceived downtime.

5) Subtle three act structure to provide pacing

Common Questions

- What is this game?

The game takes the functions of a board in a board game and places it onto smart phone. The platform device (smart phone) shows player statuses and action progresses (Emily : Peeing : 2 of 4) (JeffE : Reinforcing the Back Door : 4 of 5), presents selection of actions to eligible (not busy or preoccupied with an existing action) players, provides real world mapping, and alerts players when group interrupt events (zombie has just smashed in a window and is climbing in) occur.

- Why create this game?

No existing zombie survival themed smart phone board game apps.

- Where does the game take place?

In the city/neighborhood/street/building/room you are currently in. Google maps is your map and level design via real world.

- What do I control?

Upon starting the game, three parameters can be immediately set: Complexity, Difficulty, and Length. Toggling the most complex setting enables player profile/stat customization and zombie behavior tuning.

- How many characters do I get/control?

You make your own decisions, but the consequences are felt by the entire group. You also have influence over how other players make decisions. When group interrupt events occur, a single decision is made that directly affects the entire group. How that decision is made (dominant leadership, unanimous consensus, majority vote) is up to the players.

- What is the main focus?

To complete the objective(s). Win objectives are chosen or given in the beginning depending on Complexity, Difficulty, and Length settings.

- What is different?

From the standpoint of board games, zombie themed ones do exist: Last Night on Earth - Flying Frog Productions. The difference is the lack of a player who represents the zombies. In Zombie World, all the players are survivors.

From the standpoint of game apps on smart phones, board game apps are generally 2 players at most and the game is something to "kill time" while they sit in the waiting room or commute on the train. The app is not an activity unto itself.

Feature Set

General Features

Actions

During each Player's turn, they are prompted to choose from a list of eligible Actions.

Instant

Notice of external change, no player prompt

Interrupt

Event or action that occurs regardless of player turn status. Requires choices to be made or actions to occur. Can be initiated by world or player.

Gameplay

Multiplayer Features

Assisted Actions

Action Targeting

Game World Layout

Rogue-like auto generation

Rooms/areas are randomly filled with 0-5 items. [Reference spreadsheet for statistical distribution.]

Random generation of 0-5 points of egress (doors, doorways, windows, holes).
[Reference spreadsheet for statistical distribution.]

Google Map Real World

Using Google's Map API, we can place real world points of interest as destinations. Your local grocery store, home improvement store, car mechanic, and donut shop become locations to gather resources. Your neighbor's house, the bank, and the local police precinct/station become potential places to bunker down and fortify.

Game Characters

Player Characters

Stats

Agility - evasion, movement speed, precision

Endurance - sustained activity level, intervals between eat, drink, pee, poo

Intelligence - knowledge, common sense, figure something out?

Strength - power to push, pull, break, lift, throw, and wield objects

Fortitude - mental stability, intervals between sleep, emotional distress

Skills

Sous Chef - you can make do with the most meager of food scraps (+pans, +knives)

Grease Monkey - motorized vehicles seldom have mechanical issues when you're around (+automotive hand tools)

Rambo - Screw the bipod, you walk down the street, knife in one hand, firing your machine gun from the hip with the other (no movement penalty from machine guns, +knives)

Doc - your knowledge allows you to make the most of medical supplies and allows you to treat grievous injuries, preventing them from worsening.

Old Wife - Contrary to the doubts regarding your tales of superstition, the balms and poultices you make from old potatoes, mustard and toenail clippings actually work

Non Player Characters

Zombies

Survivors

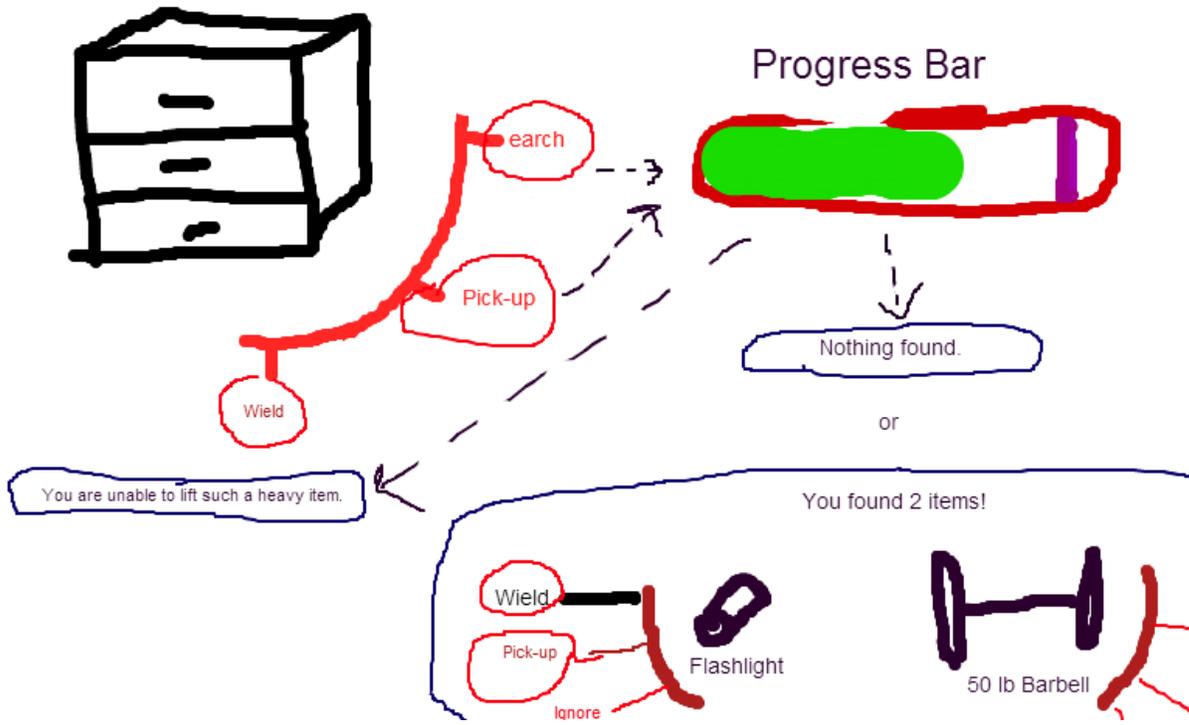
Items, Supplies, and Inventory

Items (weapons) and Supplies are available to players for use. They can be found in two Inventory places: Area and Carried. Each new location will have Items and Supplies readily available in the Area Inventory. Actions such as Searching or Scavenging may reveal more. Actions such as Dismantle will consume an item for the possibility of recovering more useful Items or Supplies. Items and Supplies may freely be transferred between Area Inventory and Carried Inventory. The weight of the Carried Inventory is distributed equally so all players in the group suffer the same Encumbrance Penalty in their actions and round times.

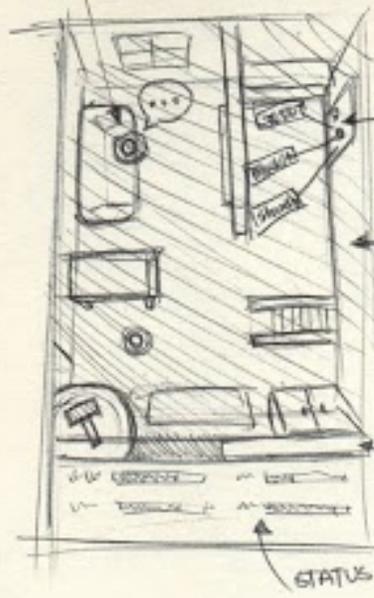
All Items are considered potential weapons and have three attributes: Effectiveness, Durability, and Weight. Some items can be used as supplies. Lumber for reinforcement or fuel, masonry for reinforcement. Not all weapons are equally effective in different hands. Tossing couches is not for everyone and neither is handling knives. Equipped items only weigh down the player wielding that item. A player may only equip one item.

Supplies are not considered weapons, but are nonetheless necessary. Food, water, aid kits, fuel, ammunition, fasteners.

User Interface



Click on other player see what they are doing

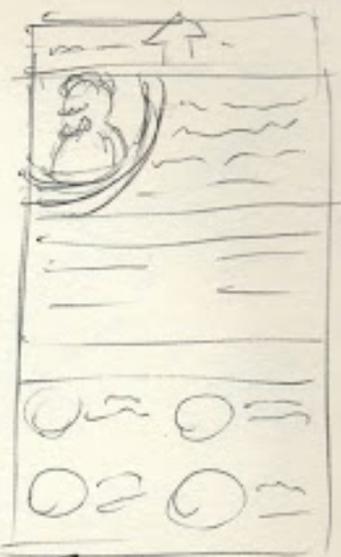


Click on it to reveal action

Generated Room Graphic

Time For Current Task

STATUS



Swipe up status bar to get more info on your character/skill/act...

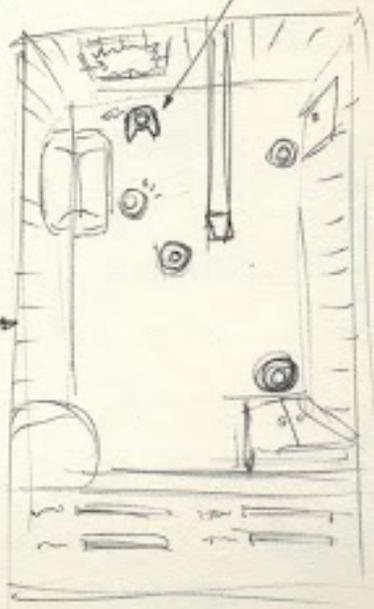


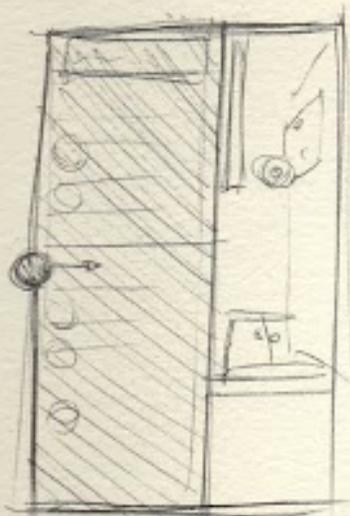
THINGS HAPPENED!
(with sound of breaking window + alarm)

EDGE GLOW RED

Zombie moving toward player

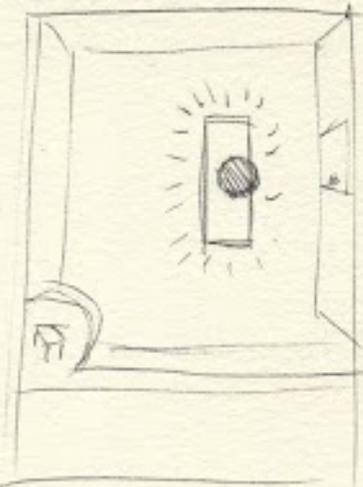
Still Flashy Color



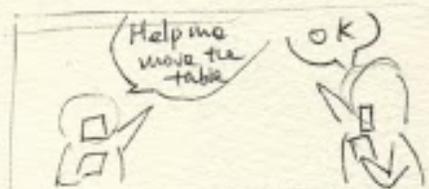


Swipe in from left
Reveal more in game
coments

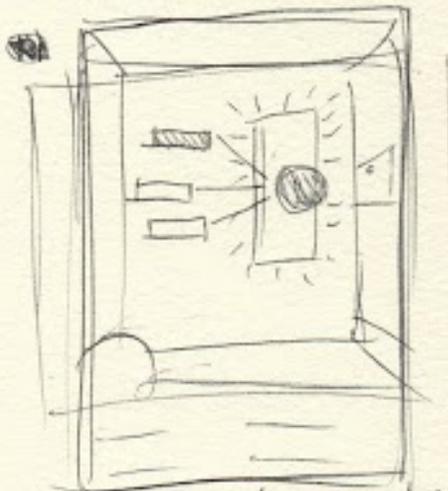
Colaboration



- ② Hold on to the item for 3sec till it glow, other player will see it glowing to



- ① THEN ASK YOUR FRIEND TO HELP



- ③ Friend press it to reveal action menu they can see each other's choice of action, only same action selected they can do it

Musical Scores and Sound Effects

Miscellaneous

Audience

- All ages
- 3-10 players local
- Expected minimum session time: 30 minutes
- Expected maximum session time: 2 hours
- Intended dedicated play type: party/get-together

Platform

- iPhone/iPad, Android, Blackberry, Nokia

Gameplay

- Round time turn based
- RPG style player customization
- Platform device operates similarly to a board in a boardgame, tracking player progress and status
- Platform device guides by offering/forcing choices, actions, scenarios and situations similar to a dungeon master
- Platform device can be passed around or be used by one individual who acts as the interface
- Real world map via Google Maps which determines locations/destinations that can be utilized or traveled to.
- Zombie behavior tuning
- Group collective item inventory

Random Gameplay Ideas & Suggestions

Appendix