

Attack of the Zombies

A Hybrid RPG and Defense Game

GAME PROPOSAL

Version 1.0

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CMSC498M: Game Programming

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1. Storyline (zombie story? Hmm)

A mysterious plague has broken out in the peaceful medieval town of Ambrosa. The infected barely resemble their former selves and seem to only have one thing on their mind: the cannibalism of their uninfected neighbors. In a desperate rescue attempt, the town guard saved as many survivors as they could and fortified themselves in the town keep. However, many died and many more were left behind. Now it is up to you, the captain of the guard, and the couple of remaining guardsmen to defend the keep and survive the outbreak.

2. Description of the Game

The game focuses on a small wooden keep that is protected by a moat and under the watch of two towers. Entrance to the keep is through the gate and bridge. Surrounding the keep is the ruined town of Ambrosa. The battered buildings that remain include blacksmiths, general shops, and houses. Some of these buildings contain valuable supplies and resources. A preliminary sketch of the setting can be found on page 4.

Ideally, the game should be multiplayer with up to three players (or perhaps more), who will control the captain and the guards. However, if this is too ambitious, then perhaps it can be reduced to single player. Players should work cooperatively. It is open-ended as to how to prevent players from being "uncooperative," but one idea may be to prevent player vs. player damage.

The goal of the game is to survive through all of the stages and for a minimum number of townsfolk to live (perhaps there are 25 initially and only 10 must survive). At each stage, zombies approach from the designated entrance points as shown on the sketch and attempt to enter the keep through the gate. If the gate is damaged enough, then the zombies can enter and feast on the townsfolk and guards. All creatures in the game (guards, zombies, and townsfolk) have health (hit-points) and die if they take enough damage.

It is up to the guards to defend the keep and they can do so by either using ranged weaponry (which eventually will need to be resupplied), or they can choose to open the gate and explore the town. However, choosing to do so would put the survivors at risk if the zombies are able to break down the gate. The watch towers may also assist the players by alerting an estimated arrival time of approaching zombies.

By exploring the town, the players may discover new armor (to resist damage), food (to improve health), tools (to repair the gate), or new weapons (long or close range). As the player kills more zombies, he gets experience points and eventually levels up. Once he levels up, he has the option of either doing more damage with his weapons or gaining more hit points.

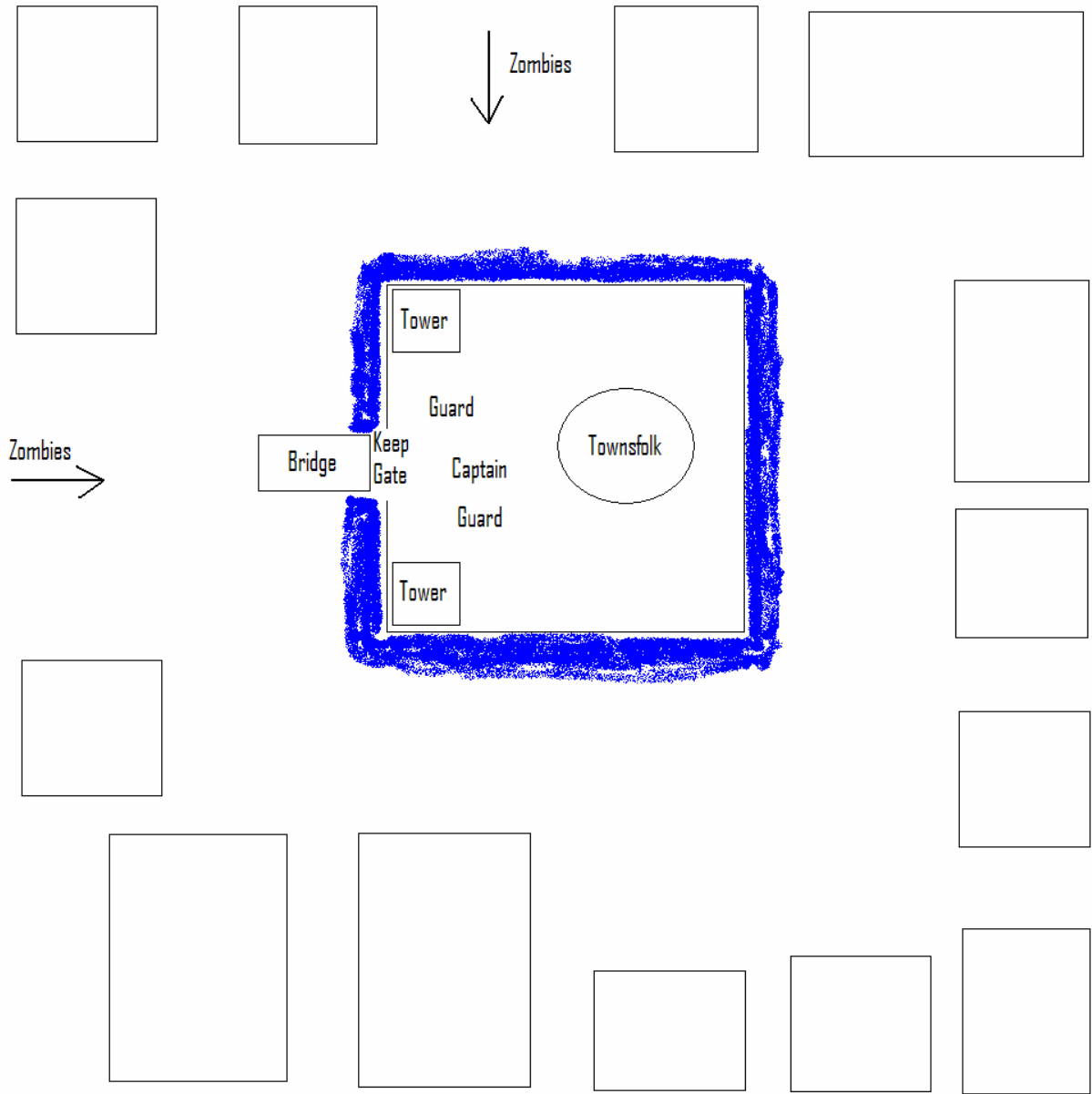
2. Game Assessment

The main strengths of the game are its multiplayer, AI, RPG, and defensive elements:

- Multiplayer: more enjoyable because humans are unscripted; there is more meaning if a human-controlled guard dies rather than an AI guard
- AI: zombies should be convincing. Fortunately, zombies are naturally stupid, so game players may forgive crappy zombie AI.
- RPG: adds depth and gives the players something to look forward to
- Defense: allows the player to strategize and gives a goal to the game

3. Development Resources

As this game has quite a bit of depth, the ogre3D engine seems like a good choice since it is object oriented, has a large community, and there are lots of plugins and libraries. Modeling could perhaps be done through Blender since it's free and appears to be compatible with ogre3D. Physics could be done through ogreODE, which appears to be another compatible ogre3D tool. Audio could perhaps be done through ogreAL or openAL with the use of .ogg files.



Game Setting