Zombie Love

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DESIGN DOCUMENT
VERSION 0.6
JUNE 6, 2010

INDEX

Version History....4
TECHNOLOGY....7
GAME OVERVIEW....7
Game logline....7
Game-play synopsis....7
GAME DETAILS....7
Description....7
Game genre?....8
Is this single-player or multiplayer game?....8
Is this 2D or 3D?....8
Where does the game take place? (world)....8
What do I control? How many characters? Can I use vehicles?....8
What is the main focus?....8
How long the game lasts? Or how long game matches last?....8
Comparison....8
What is unique?....9
Why create this game?....9
Audience, Platform, and Marketing....9
Target Audience....9
Platform....9
Top Performers....9
FEATURE SET....9
General features....9
THE GAME WORLD....11
Key locations....11
Travel....13
Scale....13
Objects....13
Day and night....13
CAMERA....13
Overview....13
GAME CHARACTERS....14

Overview 14
Enemies and monsters 14
USER INTERFACE 19
Overview 19
Details 19
OBJECTS 21
Weapons 21
Items 21
MUSIC AND SOUNDS EFFECTS 21
Details 21
Music tracks 21
Sound effects 21
ART 22
What kind of style will be used in the game? 22
Scenery models 22
Character models 22
Particle effects 22
RESOURCES & LINKS 23
Links to related resources 23
Works Cited 23

VERSION HISTORY

Version 0.1 – April 27, 2010

Initial draft of the design document.

Version 0.2 - May 03, 2010

Some small changes were made to the way zombies will attack Lilly.

Particle information was updated.

Game World updated. There was an error on where the game will take place.

Updated control mechanics. Player cannot control direction of shooting.

Version 0.3 - May 10, 2010

Added streets to locations

Version 0.4 - May 18, 2010

- Game
    - Added Menu screen
        - New Game - Start at beginning of game
        - Story - Background of game
        - Controls - Display controls for game
        - Credits - Makers of game
        - Exit - Exit Game
        - Level Select - Choose a specific level to play
    - Hero Changes
        - Added hit circle
        - Added particles to heart shots
- Bosses
    - Created first implementation of Boss 2
    - Fixed minor bugs with Boss 1
    - Increased shooting rate for Boss 1
- Level

    - Implemented collisions with various level objects
    - Added pause button
- Weapons
    - Added “Double Shot” power-up
- Enemies
    - Added additional zombies

Version 0.5 June 1,2010

- Game
    - Added two-player mode.
    - Added Controller class to support two player mode.
    - Implemented multiplier "chains".
    - Added Text Label, which uses textures to form a string
        - for in game scoreboard, global scores, and multiplier
    - Added Level 3 "Alpental", snow level.
    - Added Level4 "Sung Valley", grassy level.
    - Optimized game, recycling zombies and obstacles.
    - Added global scoreboard with access to a real database.
    - Added difficulty levels : Kelvin, Very Easy, Easy, Medium, Hard, Insane
    - Added Pause menu to the game
    - Scaled down world slightly.
    - Added tons of sound effects
    - Altered library to allow for MP3/WMA background audio
    - Altered library to improve efficiency of "IsInAutoDrawSet" function
    - Fixed scrolling background so that tiles will be aligned properly.
    - Added resurrection power-up for two player mode.
    - Changed shooting controls. Players will now use the right thumbstick to control shooting.
- Enemies

- Added ski zombie, snow bunny zombie, snow mobile zombie, Kelvin zombie one, Kelvin zombie two, Epic Kelvin Zombie boss.
- Added "Zombie Friend". When a zombie becomes happy, it might become your friend.
- Zombie friends will shoot hearts now instead of spit.
- Decreased size of Bat Zombie 's spit.

- Obstacles
  - Added moo cows, snowballs, snow trees, snow bushes, slippery tiles, valley trees, house, Lilly's brother(although he is a special obstacle!), red flowers, white flowers.
  - Added Shoot over state to obstacles, so an obstacle can be solid, but shot over as well.
  - Implemented slippery tile mechanics.
  - Adjusted hit box collision of some obstacles
- Bosses
  - Fixed level two boss : Shield was broken, boss would run off screen for minutes.
  - Increased baby spawn rate for level two boss.
  - Added Epic level 4 Kelvin boss, with special warp abilities.
- Aesthetics
  - Created and implemented voiceovers for game.
  - Changed background music to mp3s.
  - Added new music for boss encounters, menu, level three, and level four.
  - Added introductory level art.
  - Added background to the menu.
  - Changed pop up window art.

Version 0.6 June 6,2010

- Fixed several two player bugs, including resurrection power-ups not showing after change of level.
- Fixed bosses overlapping player HP Bars.
- Added Boss 3, Fat Snow-patroller.

- Added new sound effects for boss 3
- Added Knockback attack
- Added Charge-Stun attack.

TECHNOLOGY

Software:

Adobe Photoshop CS4
Adobe Flash CS4
Adobe Illustrator CS4
blender 2.5.2
Adobe Audition
Microsoft Visual Studio 2008 C#, XNA

GAME OVERVIEW

Game logline

Zombies need love too!

Game-play synopsis

Zombie Love is a shoot 'em up game, where the player tries to make zombies happy by shooting hearts at them. The game style is cartoony, and the level of game-play ranges from very easy, to hardcore.

GAME DETAILS

Description

In the year 2013, a deadly virus has turned most humans into angry, raging zombies. Lilly, a young girl wise beyond her years, was separated from her brother over a year ago, unable to gain passage to him because of the dangerous zombies. Unable to accept the fact that she may never see her brother again, she spent many months researching a way to fend the zombies off without hurting them.

Eventually, she discovered a way to temporarily tame zombies, and in some cases convert them into beings that are capable of loving others. It is often thought that zombies are creatures without feelings, but after watching a zombie stomp on a giant slug in her yard one day, she noticed how it seemed noticeably happier after the fact.

Now, by sending magical hearts full of love towards zombies, Lilly can actually project emotions into them, making them happy, kind creatures. And so the quest to reunite with her brother begins.

Game genre?
Shoot em up vertical scroller.

Is this single-player or multiplayer game?
~~Single~~ Single to Two-Player

Is this 2D or 3D?
2D

Where does the game take place? (world)
The game begins at Lilly's house in Washington and moves around various parts of the state including forests, snowy mountains, ~~meadows, and cities.~~ neighborhoods, and valleys.

What do I control? How many characters? Can I use vehicles?
~~The player controls Lilly~~. There are no vehicles. Lilly does not know how to drive.

In one player mode, the player will control only Lilly. In two player mode, Lilly's dog "Doggy" helps her on her journey.

Left thumb-stick controls where Lilly and Doggy moves. Right thumb-stick controls the direction of shooting, ~~trigger buttons control specials (bombs, power-ups).~~ Y button controls shields, B button controls love bombs, A button controls resurrection. Start button pauses the game.

What is the main focus?
Finding Lilly's brother without getting turned into a zombie. (Zombies ~~breath~~ spit on Lilly - which increases the chance of the zombie virus overtaking her immune system). Kelvin, the final boss, throws zombie-spit-covered books at the player.

How long the game lasts? Or how long game matches last?
The game lasts about 15 minutes, depending on the difficulty level. Insane mode will probably take longer, because the player will ~~die~~ get turned into a zombie so many times.

Comparison
Tyrian: http://www.youtube.com/watch?v=tQdu4NsWU4Y

It has the same goals, and game mechanics, except it is much more violent.

Robo Aleste: http://www.youtube.com/watch?v=ysGcn3339-8

Again, somewhat similar mechanics.

Plants VS Zombies: http://www.youtube.com/watch?v=Al56hV52pns

Art style will be similar - cute and cartoony.

What is unique?
Most shoot em up games focus on killing, but our game focuses on making enemies happy, and in some cases, these enemies will become your friends and fight alongside with you. ~~Also, our game will have a bonus zombie mode, where players can play as a zombie that is trying to infect as many humans with the zombie virus as possible.~~

Why create this game?
Because zombies are very popular, but seldom is there a zombie game made that is actually appropriate for all audiences. Also we love zombies. What better way to show it?

Audience, Platform, and Marketing

Target Audience
Casual gamers.

Platform
Windows

Top Performers
Asteroids

FEATURE SET

General features
- 1 player

- **Powerups**
  - **Love bombs**
    - Bombs all zombies on screen, except bosses.
  - **Double-Shot**
    - Shoots two hearts at a time in a V shape.

    - **+2% Damage**
        - Adds 2% damage to the player's current damage.
    - **HP Boost**
        - Boosts the players max HP by 50, also heals for 200.
    - **Resurrection**
        - Brings a dead player back to life.
    - **Shield**
        - Lasts 15-20 seconds and makes the hero immune to all zombie attacks, and zombie aoe viral stench.
        - Repels zombie spit in the opposite direction of which it hit the shield.

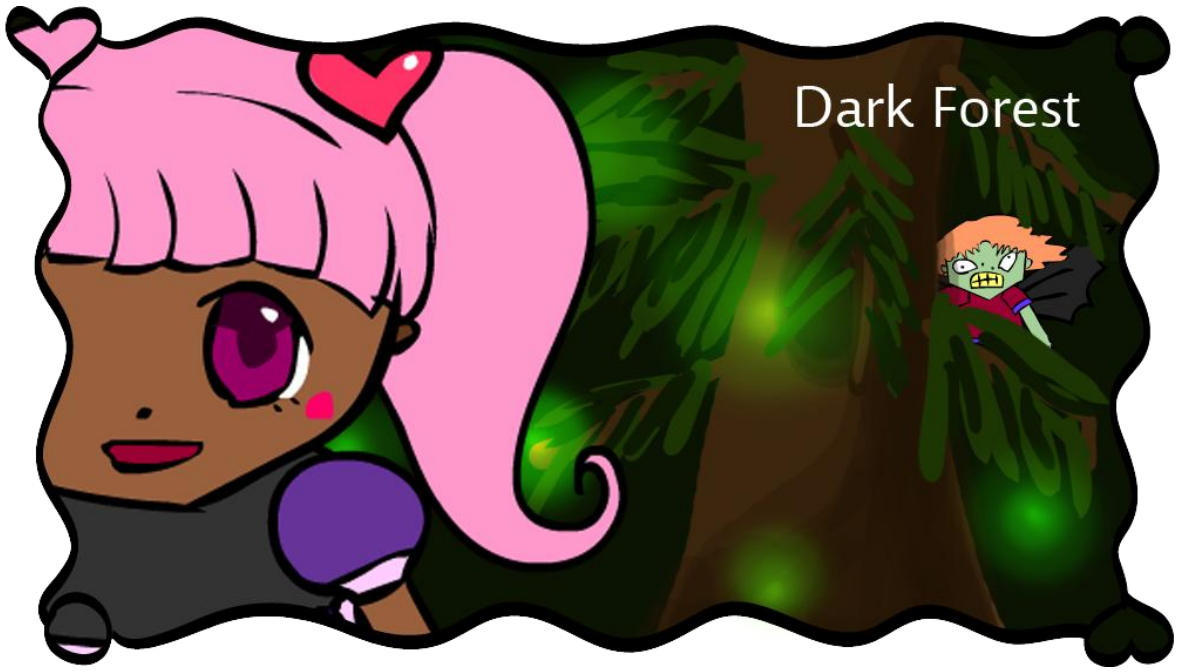
- UI
    - Fully working menu system with proper flow
        - New game, difficulty select, level select, player number select, credits, directions.
    - Pause menu
    - Player HP Bars
    - Static boss HP bars
    - Zombie HP bars
    - Multiplier made of font textures that enlarges for a moment when it changes.
    - Scoreboard made of custom font textures.
    - Bomb, res, and shield bars.
- Other
    - Wide array of enemies.
    - Two-Player mode
    - Global scoreboards
    - Difficulty Levels

THE GAME WORLD

Key locations

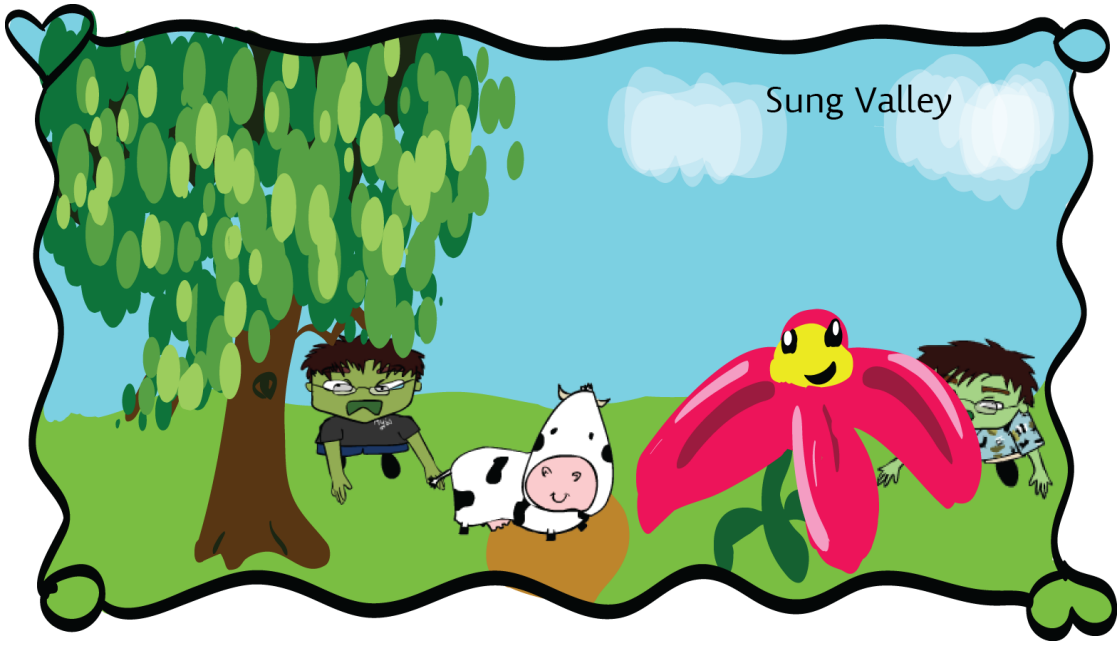
- **Lilly's neighborhood.**
    - Based in the streets, with WSU Cheerleader zombies, and Professor zombies roaming around. They are the easiest level zombies. Obstacles include fire hydrants, rolling garbage cans that are on fire, random street fires, cars, and bushes.

- **Dark Forest**
    - Very dark green with a wandering path. It features Bat Zombies and Forest Zombies. Obstacles include trees, sticky mud patches, rocks, random fires, and bushes.



- **Alpental**
    - Snow based. It features Ski Zombies, Snowmobile Zombies, and Snowbunny zombies. Obstacles include snowballs, icey patches, snow trees, and snow bushes.

- **Sung Valley**
    - A rich green grassy level. Features Kelvin zombies, and a Kelvin boss. Obstacles include valley trees, red flowers, white flowers, and moo cows.



Travel
Lilly can move at a medium run speed

Scale
Normal

Objects
Love bombs, shooting speed power ups, movement speed power-ups.

Day and night
Night time in the Dark Forest, daytime for Lilly's Neighborhood, Alpental, and Sung Valley.

CAMERA

Overview
Top down with a slight angle, so that the player can see faces.

GAME CHARACTERS

Overview
Lilly and Doggy, the heros.

Enemies and monsters

Level One

WSU Cheerleader Zombie:

- **Movement Speed:** Medium
- **Attack Rate:** Slow
- **Damage:** Low
- **Health Points:** Low-Medium
- **Special Attacks:** None

- **Professor Zombie:**
  - **Attack Rate:** Slow
  - **Damage:** Low
  - **Health Points:** Low- Medium
  - **Special Attacks:** None

Zombie Love Design Document

Cool Dude Zombie (Boss)

- **Movement Speed:** Fast
- **Attack Rate:** Fast
- **Damage:** Medium
- **Health Points:** Medium-High
- **Special Attacks:** Spin

Level Two

Forest Zombie

- **Movement Speed:** Medium
- **Attack Rate:** Slow-Medium
- **Damage:** Medium
- **Health Points:** Medium
- **Special Attacks:** Spin

Bat Zombie

- **Movement Speed:** Slow
- **Attack Rate:** Slow
- **Damage:** Low
- **Health Points:** Medium
- **Special Attacks:** Multi Directional spit

Baby Zombie (Spawns during boss)

- **Movement Speed:** Slow
- **Attack Rate:** Slow
- **Damage:** Low
- **Health Points:** Low
- **Special Attacks:** None

Leafy Zombie (Boss)

- **Movement Speed:** Fast
- **Attack Rate:** Fast
- **Damage:** Medium
- **Health Points:** Medium-High
- **Special Attacks:** Shield, Stun Spit

Level Three

Snow Bunny Zombie

- **Movement Speed:** None
- **Attack Rate:** Medium
- **Damage:** Medium
- **Health Points:** Medium
- **Special Attacks:** None

Skiing Zombie

- **Movement Speed:** Fast
- **Attack Rate:** Very Slow
- **Damage:** Low
- **Health Points:** Low
- **Special Attacks:** Point Blank Damage

Snow Mobiling Zombie

- **Movement Speed:** Medium
- **Attack Rate:** Low-Medium
- **Damage:** Medium
- **Health Points:** Medium
- **Special Attacks:** None

Fat Snow Patrol Zombie (Boss)

- **Movement Speed:** Medium
- **Attack Rate:** Low-Medium
- **Damage:** Medium
- **Health Points:** Medium
- **Special Attacks:** Stun, Charge, Knockback, Enrage Explosion

Level Four

- **Kelvin Zombie One**
  - **Movement Speed:** Low-Medium
  - **Attack Rate:** Fast
  - **Damage:** Medium
  - **Health Points:** Medium-High
  - **Special Attacks:** Multi Directional Slow Spit

- **Kelvin Zombie Two**
  - **Movement Speed:** Low-Medium
  - **Attack Rate:** Medium
  - **Damage:** Medium
  - **Health Points:** Medium
  - **Special Attacks:** Books

- **Kelvin Vector Mode Zombie (Final Boss)**
  - **Movement Speed:** Fast
  - **Attack Rate:** Fast
  - **Damage:** High
  - **Health Points:** Very High
  - **Special Attacks:** Warp, Spray Spit, Slow Spit, Stun spit

Weapons/Powerups

Spit variations Kelvin spit

HP Boost

Love Bomb Icon

Love Bomb Power-up

Resurrection

Shield Power-up

Shield Icon

Double Shot

Damage Power-up

Doggy Weapon

Lilly Weapon

USER INTERFACE

Overview
Health meter (Player)

Angriness Meter (Zombie)

Bomb/Power-ups

Points

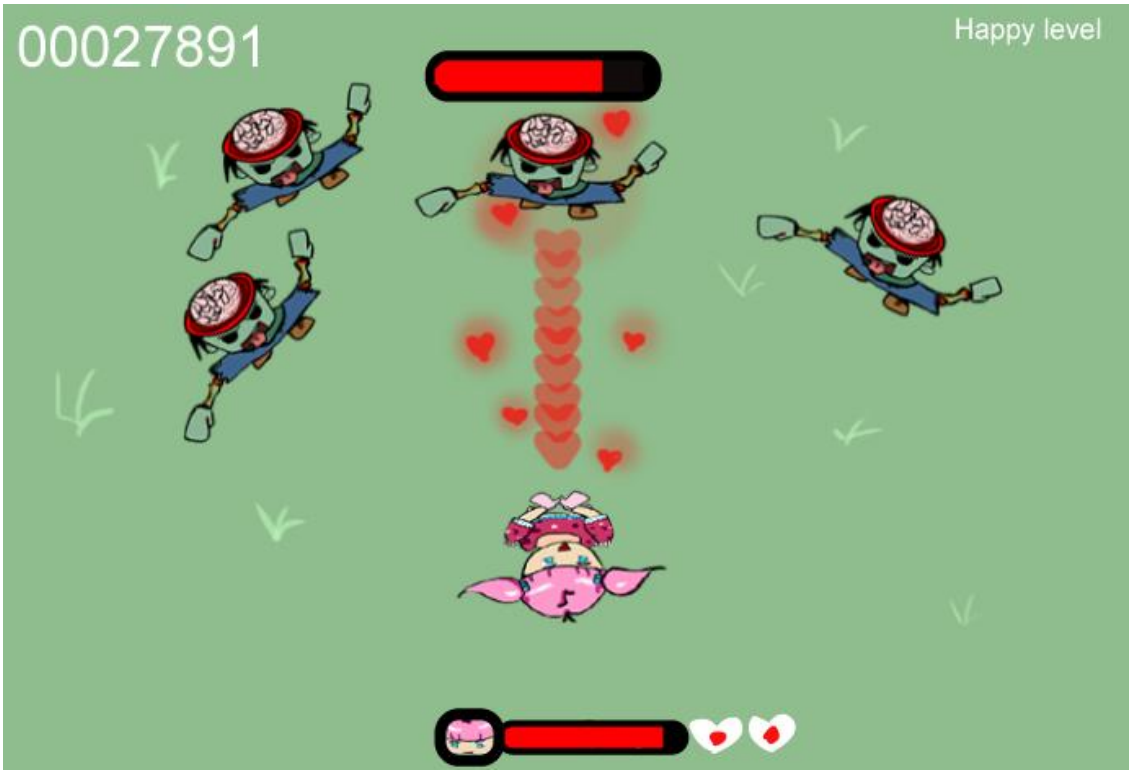
Level name

Multiplier

Resurrection bar

Shield bar

Details
Rough Draft UI



Final UI

OBJECTS

Weapons
Hearts

Heart Bombs

AI Zombie Friend

Items
Heart Bombs

Shields

Zombie Virus Medicine (HP boost)

Shooting Speed power up

Movement speed power up

Double Shots power up

MUSIC AND SOUNDS EFFECTS

Details
Instrumental/Electronic music will be played in the background

Sound effects for all interactions.

Music tracks
Menu - Zero Project - High Hopes

Neighborhood - Zero Project - Gothic, Knights of Darkness

Forest : Zero Project - Dance of the Fairies , Return of the King

Alpental: Zero Project - Breath of Freedom, Lost Kingdom

Sung Valley -Zero Project - Dawn of a New Era, Battle at Misty Valley

CC from Jamendo.com

Sound effects
- Heart shooting

- Heart bombing

- Power-up Collection

- Power-up use

- Boss Zombie speech

- Zombie breath noise

- Snowballs rolling

- Player Hit

-Boss Introductions

ART

What kind of style will be used in the game?
Cartoony

Scenery models
Backgrounds for scenery, top down, so it will be a view of grass, roads, etc.

Character models
- ~~3d Models for all characters, however they will be rendered as 2d vector images~~.

Particle effects
- Hearts

~~- Simple explosions on collision with zombie~~

- Love Bomb

-Shield

- Heart bullet emitter

~~- Power Ups~~

RESOURCES & LINKS

Links to related resources

Design document based on this template:

HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX

HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC

A few sections of the document are based on the design template in this book:

Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elesvier Inc, 2008.

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Herring, D. (n.d.). *Using MySql database with C# and NET 2.0.* Retrieved May 26, 2010, from ePlaice: http://homepage.ntlworld.com/herring1/mysqlconnect.html

SoundSnap - Royalty free sounds. (n.d.). Retrieved May 31, 2010, from SoundSnap: Http://www.SoundSnap.com

Zero-Project. (n.d.). *Jamendo Creative Commons Music.* Retrieved May 2010, from Http://www.jamendo.com