

## **Gravedigger -- The Best Shovelware You'll Ever Play!**

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### **SUMMARY**

You are (Barry Mann B. Lowe, Barry Embelow, Barry Manbelow, Barry Manbie-Lowe etc. -- up in the air at the moment), a man with an exceptional talent for digging graves. It is the onset of the zombie apocalypse, an unfortunate fact that you discover when the corpses you are burying just **WON'T STAY DEAD, DAMN IT!**

Wield your trusty shovel as you lay these restless souls to their final rest...again.

Genre: Action/vocational education

Point of View: Isometric 3rd person view

Game Flow: The flow of our game is pretty quick -- you move through timed, though not time-gated, stages that increase in difficulty.

Audience: Anyone 10+, or potentially interested in a grave digging career.

Basic Look and Feel: Gravedigger will look and feel slightly silly -- morbid humour. Our art style is better outlined below, but we want the game to feel a little spooky, dark (with clarity of art) art style, and comical.

2. **Gameplay:** challenge/puzzle structure, objectives, play flow  
starting with burying a set of bodies which soon results in their return as zombies. From there Barry must knockout/kill the zombies with his trusty shovel and bury them for good. As levels progress more obstacles are introduced such as headstones and rocks which stop Barry from being able to dig. Map grows as more obstacles are introduced to the map (increase of  $(n+1) \times (n+1)$  per level?). Game starts feeling rather slow as zombies move slowly and are few in number. Anxiety builds as more obstacles obstruct digging and more zombies are on screen.

## UPGRADES

- hatchet shovel → less hits to kill (2 instead of 3)
  - long shovel → increases range
  - double trowels → dig faster
  - Rocket shovel → increased movespeed
3. **Mechanics:** (all numbers are subject to change with further testing)
- Your character has the ability to do 4 things:
    - dig
    - drag bodies/objects
    - hit
    - move

All bodies follow the same cycle:

- normal body, must be buried
  - come back after a random amount of time between 5-9 seconds
  - zombies must be killed and re-buried
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- complete a stage by burying all of the bodies
  - at the end of each stage, you get time to upgrade (either timed, or decide to start)
  - zombies can attack you
  - you have a health bar
  - wasd/arrow keys to move
  - mouse left-click for actions

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### BURIAL:

- digging a hole takes 4 seconds
- zombies must be dragged to the wide edge of a burial plot
- Zombies take 3 hits to kill
- filling in a hole takes 3 seconds

- money is earned at the end of every level as payment. more money for faster completion of levels.
  - preliminary numbers:
    - first level gold gives \$50, silver gives \$40, bronze gives \$30
      - scale based on difficulty from here for the rest of the levels
    - first upgrade should be attainable after the first three levels or so, so pricing it around \$140-160 seems reasonable

4. **Story/Setting:** narrative, setting, backstory, gameworld, characters.

Early zombie apocalypse/start of the zombie apocalypse. Barry is trying his best to keep his job as he has been somewhat of a “dead beat” in the past doesn’t want anyone to realize what’s going on. The game takes place entirely within the graveyard where Barry works. Features only Barry. Running around the graveyard putting people to rest again.

5. **Levels:** describe intended level progression

Starting in a “new” patch of the graveyard with few people sparsely buried and progressing to older more populated sections. Eventually finding family crypts and mausoleums. 3 effective “zones” of design.

1. Beginner

- a. A tutorial esque zone
- b. Small maps
- c. Few obstacles and zombies

2. Intermediate

- a. Core of game
- b. Mid sized maps
- c. Moderate number of obstacles and zombies

3. Hard

- a. Final levels
- b. Large maps
- c. Many obstacles (mausoleums/pyramids)
  - i. must capture many zombies inside?

6. **Interface:** visual system, needed key elements

- health bar
- timer
- some kind of display of equipment slots/what is currently equipped
- stage number

upgrade interface

- list of upgrades
- prices
- a “start next round” button

## 7. **Artificial Intelligence**

- Bodies reanimate to become zombies after given period of time
- Zombies slowly dig themselves out if buried, wander randomly, or pursue Barry if he is within distance

## 8. **Technical**

- Using Unity Engine
- PC/Mac/Linux support

## 9. **Game Art/Audio:** Description of style, asset list, tools for development.

STYLE:

- [http://wip.warpdoor.com/content/images/2014/Jun/level\\_2.png](http://wip.warpdoor.com/content/images/2014/Jun/level_2.png)
  - flat-ish 3D geometric designs
  - (not as bright and happy as this)
- <http://videogameartstyles.tumblr.com/post/100309819460/kyoto-wild>
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ASSETS:

- character models
  - Barry
  - corpses
  - zombies
- trees
- grass/ terrain
- dirt pile
- headstones

DEV TOOLS:

- Maya
- Adobe Photoshop
- Adobe Illustrator
- Maybe Flash

AUDIO STUFF:

- will write and record some kind of soundtrack

- Jacob wants it to be metal with guitar, bass, and drums
- but it could also do something with synthesizers
- will also record sound effects for
  - digging
  - upgrading (duct tape)
- will find sound effects for other things (getting \$\$\$)
- record zombie effects

#### AUDIO TOOLS:

- Reaper
- Reason

**10. Milestones and Production Timeline:** Rough outline of testable prototype stages and completed product.

#### ***By Feb 13th:***

- *Paper Prototypes: "Fun"*
- Have summary, outline, game plan
- paper prototypes done

#### ***By Feb 20th:***

- *Digital Prototypes: "Quantity."*
- Have character sheets done in 2D
- terrains and foliage forms exist
- Basic code written
  - have player that is navigatable
  - have obstacles (corpses/ zombies) that move independently
  - have obstacles react to contact with player
- Soundtrack underway

#### ***By Feb 27th:***

- *Full Playable Prototypes: "User Clarity."*
- code written for
  - player is able to perform digging
  - zombies/corpses may be buried
- code somewhat debugged
- basic sprite sheets/ characters being used
- background soundtrack completed

#### ***By Mar 6th:***

- levels underway
- characters animate (somewhat) smoothly
- action associated sound effects introduced

- zombies become artificially intelligent

**By Mar 14th:**

- *Revised prototypes: "Fun."*
- game is more fun
- people have more fun playing said game
- critics rave game characters are more 'fun'
- gameplay gets more fun
- shovel updates introduced
- begin developing more levels
- polish gameplay, environments

**By Mar 27th:**

- fun is almost maximized
- characters look even more bitchin'
- duct tape has begun to play a role in the 'leveling up' of the shovel
- zombie intelligence is upped; now they stalk Barry when within range
- further complications added to levels
- have numbers for everything hammered down and tested extensively

**By Apr 3rd:**

- game is pretty; only slight improvements left
- Barry has drafted restraining order on zombies
- physics are sweet
- so are noises
- code has been written
- life is goodish

**By Apr 10th:**

- *Beta Complete: Art and Audio locked.*
- Characters & Environment done
- Soundtrack & sound effects done
- mostly playable; some bugs

**By Apr 17th:**

- bugs fixed
- lotss of testing happening
- get others in on it and take feedback
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**By Apr 24th:**

- *Alpha Complete: Levels done, bugs fixed.*
- alpha bravo all teams are a go
- Barry is buried deep in berries
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***By May 1st:***

- *Playable Game and completed. Marketing materials: Trailer, Website, Press Release, Icon, and Marketing Plan.*

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**possible other features**

- dig up money
  - magnet shovel!