

THE
WALKING DEAD
ATLANTA

STORY

- Follows a part of the story from The Walking Dead
 - Our game will focus on a zombie encounter in Atlanta
 - Rick will have to survive the streets until the group gains a car to drive out of the city.

APPEARANCE

- Style of an older Legend of Zelda game (A Link to the Past).



APPEARANCE / GAMEPLAY

- Sprites animated
 - work in progress
- Streets of Atlanta
 - Semi big map, focus on location of Rick
 - Rick remains near center of screen
 - close to edge (not close enough to lose vision)
moves screen

GAMEPLAY

- Tiled Map
- Fighting like in an older LoZ game
 - Equip a weapon at the menu.
 - Press a button to use the weapon.
 - If the weapon hits an enemy, they take damage.
- Collect items on ground by colliding into them.

PLAYER ROLES

- Rick (the player) is looking for his family, and has to survive the outbreak in Atlanta in order to find them. Your goal is to survive Atlanta, while stumbling across obstacles along the way.
- Player can pick up items, and use them to gain rewards that help out during his adventure. (keys, ammo, Axe, flashlight)

PLAYER ROLES Cont.

- Fighting will also be handled in the style of older Legend of Zelda games. That is, the player equips a weapon, and presses a button to use it.

STRATEGY/MOTIVATION

- Mow down zombies to get places faster
 - More chance at death
- Avoid Zombies to stay alive
 - slower but safer

- Survive

LEVEL PROGRESSION

- Starts out with few zombies
 - small break after first wave
 - get item reloads
- Wave 2, harder zombies
 - small break after
- Wave 3, final zombie rush
 - timed / lots of zombies
 - survive this, you can escape Atlanta

DEVELOPMENT SPECS.

- **Hardware**

This game will require use of a keyboard and mouse. Keyboard will be to move player, with mouse use to choose inventory/choices.

- **Software**

C++ and DirectX / Windows

- **Algorithm Style**

- Tiled Map
- Pathfinding algorithm Zombies

- i. Create list of four adjacent cells and a counter variable for each = current count +1.
- ii. Check all cells in each list for following two conditions:
 1. If cannot travel there, remove from list.
 2. If in main list, remove from list.
- iii. Add all remaining cells in the list to the end of the main list.
- iv. Go to next item in list.

Algorithm Style cont.

- **Damage Calculation**
- **AI control to damage zombies (path finding for Morgan) (won't die)**
- **Most Zombies will have pre programmed paths, and when Rick (player) gets in the line of sight, the zombie will try to kill Rick. These zombies will have small health, and when enough hits, will be killed.**
- **Harder Zombies will have increased health, and will always come after Rick, until they are killed by the player.**