

Title – Chomp/ Ankle Biter

High Concept

After a failed attempt at an undead apocalypse, you are the last of your kind. Now just a head, you must spread the Z-virus by biting as many ankles as you can within your shortened un-life span.

Camera

3rd person camera that follows the player character

Mechanics

The player controls the zombie head, as it hops the screen.

Once the game starts the player starts to move automatically, the player must direct the character using their finger on the touch screen.

When the player comes within range of an ankle, a notification/button on the bottom of the screen pops up letting the player know that they can bite.

Once the button is pressed the player must continuously tap to fill a bar.

Once bar is full, human turns into zombie (Animations are already done)

Humans and zombies should roam map

Pick ups to be placed randomly

Boss Battles

At the end of every map (Level six of said map) there is a boss battle

Player must create enough zombie to kill the boss

When a zombie is turned they immediately attack the boss.

The boss can kill the zombies in two hits.

The boss can kill the player four hits.

The boss only attacks the player when there are no zombies

Level is won when the boss' health bar is gone

Pickup Variants

Energy drink – energy drink that give the player 2x speed

Dentures – Denture that allows the player a stronger hold to complete the infection bar faster.

Bubble Gum trap – Slows the player movements

Dynamics

The game features timed levels for and the player must infect a minimum amount of humans to complete a level. The higher amount of people infected the more points you gain.

Story Rounds last 1 minute.

Quick plays has rounds that last 30s, 1 min and 2 mins

Hightscores are to be recorded

Number of zombies that must changed per level.

Maps for different locations

Each location has six levels final level is boss level

Quick play maps can be any of the maps provided.

Assets

Assets are purchased/download along with animations

Audio

Not necessary at this moment