

“Aim for the Brain!”:

The Zombie Whacking game

Horror Carnival action game

Overview

“Aim for the Brain!” combines the fast paced action of a Whack-A-Mole style carnival experience with horror/comic themes. As zombies rise from their graves and hiding places, players must strike back and hit the undead menace in the head, preventing the zombies from attacking and going back into hiding. Taking full advantage of the iPod Touch and iPhone touch and tilt capabilities; “Aim for the Brain!” is set to be the action/carnival hit of the Halloween Season.

Gameplay

In “Aim for the Brain!”, players must use fast reflexes to smash as many zombie brains as possible within the time limit. Using the touch screen functionality of the iPod Touch and iPhone, players tap on the screen to smash the heads of the zombies and destroy their brains as the undead pop out of hiding (hiding spots vary from level to level). Players choose the level (playfield) that they would like to play (for example, Graveyard, Alleyway, or Mall) and then choose the difficulty (Easy, Medium, Hard). Hitting zombies anywhere but the brain results in an audible and visual response from the zombies but does not score a point for the player. When the player whacks several zombies in a row score multipliers are added, and players are able to rack up even higher scores.

Zombies can also attack the player, doing so with greater frequency depending on the level of difficulty chosen at the beginning of the level. Each attacking zombie will have a “tell” animation that will give away the fact that they are about to attack. Closer zombies can attack with their hands, (clawing at the screen), and zombies in the distance can attack by spitting goo at the screen. These attacks stun the player with a screen shake and a visible flash accompanied by claw slash graphics, or dripping goo down the screen (if the player is spit on). In easy mode, the player is stunned for a short period of time and can return to the smashing zombie brains quickly. Normal and hard modes require touch screen and accelerometer functionality to return to zombie smashing. If slashed, the player must shake the screen to come out of the stunned state, and if they are spit upon, they must “wipe” the screen off with their fingers to clear goo off.

Zombies start out by popping up one at a time, appearing with greater frequency as the timer counts down. By the last 10 seconds of the round, zombies should pop out about 2.5 times the rate they do at the beginning of the round.

For example in a 90 second round zombie Pop out rate and number of zombies on screen at a time would conform to these rates (Based on an TBD rate)

90 -80 seconds – 75% rate
80-60 seconds – 100%
60-40 seconds – 125%
40-30 seconds – 150%
30-20 seconds – 200%
20-10 seconds – 225%
10-00 seconds – 250%

Note: These numbers are initial values only, difficulty and fun factor may change the percentage rates.

Gameflow:

Note: Placeholder: to be replaced with a Visio style graphic.

Intro splash screen

|
Start screen

|----- Play – Press to go to game

|----- Choose Level

|----- Choose Difficulty (Easy, Medium, Hard)

|----- Gameplay Starts

|----- Options – Press to go to Options screen

|----- Sound FX on/off

|----- Music on/off

|----- Gore on/off

|----- Scoreboard

|----- Help

|----- Info

|----- Exit

Controls:

Touch screen to perform all actions	Select menu items, whack zombies,
Accelerometer	Shake the screen to come back from “stunned state” in Harder modes
Swipe finger on screen	Wipe away goo and become un-stunned in harder modes

HUD:

Start screen HUD

TBD displays, Play button, Options Button, Website button, Exit button

Gameplay HUD

Upper left – Score

Upper Middle – Timer (counts down)

Upper Right – Multipliers (if any)

Lower left – special item (if any)

Lower middle – Equipped weapon

Lower right – Info “I” icon (standard in most games) this is an exit/option button

Weapons (Optional Gameplay element):

Baseball Bat

Huge Mallet

Crowbar

Enemies:

Zombies come in a variety of decomposing types and styles. Each zombie will need to be animated as the specifications in the Animation section below.

- | | |
|------------------------------|---|
| Zombie Male (Suit) | Fresh from his burial this swanky zombie is dressed to the 9s and ready for a Human Brain dinner party. Dressed in moth eaten moldy tuxedo with a skewed unraveled bow tie. |
| Zombie Male (T-Shirt) | Hipsters and average Joe Zombies who have met an an unfortunate fate. These undead are average citizens in T-shirts in zombie form. They are the easiest to design variations of by just changing the T-shirt, adding a cap, etc. |
| Zombie Male (Clown) | Died while drowning his sorrows after a particularly bad kid's birthday party. He should be dressed in scary decayed clown garb with wild, moldy multicolored clown hair |
| Zombie Male (Doctor) | The poor doctor couldn't save himself and now is performing his own new type of brain surgery. Dressed in a lab coat, stethoscope and sporting some gnarly gashes where zombie patients got to him, the zombie doctor can also be seen with a more comic head mirror on certain levels. |
| Zombie Male (Gangsta) | A victim of gang violence or excessive partying, the gangsta zombie is ready to sink his grill into unsuspecting victims. The gangsta zombie sports gold chains and a mouth full of gold teeth. Shades and bandannas are optional, and variations can run the spectrum from Flava Flav to Vanilla Ice in style and attitude. |
| Zombie Male (Rocker) | Excess partying and amplified electrocution has turned these former rockers from the barely living to the living dead. Sporting the best and worst of rock fashions the rock zombies come in Hair Metal, Death Metal, Grunge, and Punk varieties. Mohawks, flannel, big hair and already corpse-like makeup are the hallmarks of some bands that already worshiped the living dead. |
| Zombie Female (Bride) | It's like BRRRAAIINNS on your wedding day for this undead bride. Whether she was stood up at the alter or crashed on her honey moon, this bride is looking for a new suitor, or at least the brains part of him. Decayed white dress and veil are standard clothing for the zombie bride. Decaying bouquet is optional. |
| Zombie Female (Nurse) | Assisting the doctor has proved fatal for these nurses as now they only care for how much brain matter their new |

patients have. In keeping with the Halloween theme for the game, the zombie nurses should have more traditional nurse outfits rather than scrubs that are actually seen on most nurses today (although we can do scrub variations in the hospital if need be). The typical white uniform and hat should be the norm, but color variations and tighter fitting variations might be good for other area (Candy stripers and “Halloween costume” nurses).

Zombie Female (T-shirt)

Hipsters and average Jill Zombies who have met an unfortunate fate. These zombies are average citizens in T-shirts in zombie form. They are the easiest to design variations of by just changing the T-shirt, adding hats, ponytails, etc.

Zombie Female (Club chick)

A night on the town has had unexpected results on these party girls. Whether they were zombified in the alley on the way to club, or attacked in an outbreak on the dance floor, these zombies were dressed in full “night on the town” regalia. Big hair, tight skirts and lots of makeup (including some awesome press on nails for attacks) are the regular attire of the female club zombie.

Zombie Female (White collar)

The “Power pants suit” is no defense against the living dead, as this work force woman found out. Dressed in a pants suit or secretarial outfit, this zombie is tired of the working world and ready for the weekend, if the weekend consist of eating the living.

Zombie Female (Rocker)

Groupies and rock GRRLS alike join the undead throngs. The undead groupies and punk rock girls should be in decayed outrageous makeup and hair, tight fitting and ill-fitting spandex, mini-skirts and ripped fishnets are a must when you are out on the town hunting for rock n roll brains.

Zombie animations:

Pop out from hiding place
Idle
Hit in head (Gore Version)
Hit in head (Non Gore Version)
Hit Not in Head (Gore Version)
Hit Not in Head (Gore Version)
Attack Slash
Attack Spit
Pop back into hiding

Levels:

Graveyard	Zombies pop out from behind gravestones and dig up from the ground.
City Alleyway	Zombies pop up from behind dumpsters, crates and up from manhole covers.
Hospital	A typical hospital hallway complete with carts of machines, a desk, chairs, and rooms that zombies can pop out of.
Forest	The prototypical "Creepy Forest" zombies pop out from behind trees, holes in the ground and that one weird shack in the background (outhouse optional).
Sewer	Going into the sewer during a zombie outbreak is never a good idea. The sewer should be a typical branching sewer a la certain Turtle based movies. Zombies pop up from the water, from sewer grates, trash piles, swing down from pipes. and from the side branches.
Mall food court	Zombies come from behind tables, food counters, garbage cans, and the fountain in the distance.
Mansion	Undead Residents of this now Evil mansion can be seen searching for the living by popping out from behind the once opulent living quarters and hallways.

Art asset list

Menu and other non-gameplay backgrounds:

Startup Screen	(Intro splash screen)
Business screens	(Westlake Interactive etc.)
Menu Screen	(Need buttons for Play, Options, Exit)
Load Game/new game	(If we save progress that can be loaded, loading, erasing and new game choices are here)
Play Screen	(if need be this screen pops up between choosing play and the game)
Options Screen	(all options for the game are accessed here)
Scoreboard	(Top 10 scores are stored here, with initials)
Help Screen	(there may be multiple help screens or text overlays)
Ending Screen	(Screen on exit if need be)

HUD elements:

- Font
- Timer Counter
- Zombies whacked counter
- Weapon equipped section

Buttons (may be handled by font or iPod/iPhone):

- Play
- Start
- Options
- Scoreboard
- Enter Name

Help
Info
Exit
Pause
Resume
Sound
Music
Sound FX
On/Off
Choose Level
Choose Difficulty
Easy
Medium
Hard
Gore on/off

Gameplay backgrounds:

Graveyard

Props: Gravestones 1-4
Mausoleum
Above Ground Grave
Tree

Alleyway

Props: Trash Cans 1-3
Dumpster
Manhole

Food court

Props: Tables with Chair
Background Fountain

Zombie anim list:

Pop up from hiding place
Hit in head (Gore Version)
Hit in head (Non Gore Version)
Hit Not in Head (Gore Version)
Hit Not in Head (Gore Version)
Attack Slash
Attack Spit
Idle
Pop back into hiding

Effects

Blood splatter
Tickets
Choose item
Sparkle for Win
Bonus point sparkle
Zombie Slash across screen

Zombie rise from grave effect (dirt)
Splashes from water in alleyway and fountain

Sound asset list

Zombie moans (4-5 male, 4-5 female)
Whack zombie body thud
Whack zombie head smash
Timer Tick (fast and slow)
Counter tally
Ticket tally
Ticket eject
Ticket celebrate
Celebrate 1-3 sounds
Penalize 1-3 sounds
Select menu item